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JANUARY 1994

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32 Sonic Quest

Sega's mascot has a great new game out on the Master System and Game Gear.



60 The Jungle Book

Become the king of the swinger zoo with this great new Virgin game.



The best of 1993

Sega Snippets

1983 has been a busy year for Sega. It's seen the launch of the Mega-CD and Sonic the Hedgehog merchandising has really taken off. They've even opened up their own arcade centres around the country! Just take a look at some of the Sega Snippets we've managed to dig up...

The write stuff!

Are you stuck for something to give as a present this Christmas? Or do you wish for Sonic stationery from Sega? If so, we've the answer! There's a full range of Sonic merchandise around the shops and its all brand cool!

We want shipping and some scores like at least every home. Plastic, rubbers, rulers, note books, folders... whatever's taking your year ahead leg.

you can get with Sonic - The shopping with Sonic continued at over 1. You'll be the winner in your class if you've got 'Hedgehog gear to show off'. All this Sonic stationery available from the usual high street stores and prices start at around 70p!

Sonic hits the arcades!

The latest news for Sega comes this year has been our Sonic the Hedgehog. It's set to appear in the first arcade machine. But this isn't any ordinary game. The whole adventure features so many fun elements that the machine will have queues to get Sonic through the game!



For a look at the device, go to our Sonic machine page in the games. Make it a fantastic device! It's the first of its kind in the world. It's a complete game, not just a collection of games. It's a complete game, not just a collection of games. It's a complete game, not just a collection of games.

The other game... it's a complete game, not just a collection of games. It's a complete game, not just a collection of games. It's a complete game, not just a collection of games.

It's a complete game, not just a collection of games. It's a complete game, not just a collection of games. It's a complete game, not just a collection of games.

Ray! Mighty Sonic!

There's a lot of fun in the new Sonic Adventure for the home. It's a complete game, not just a collection of games. It's a complete game, not just a collection of games. It's a complete game, not just a collection of games.



The ultimate game centre

Sega Amusements are about to open one of London's biggest Party, Entertainment Centres. Based within the 'Yooten Plaza' project, a Japanese leisure and retail complex, the indoor design and decoration promise to be unprecedented. A staggering 1200 square feet of prime space has been transformed into a high-tech zone for the most up-to-date video games and entertainment systems. The games already lined up include Virtua Racing, an FM30 light simulator and Bowl Easy, a ten-pin bowling system.

The centre's aimed at all the family so there'll be entertainment for everybody — kids and Dad. Teenagers and adults, in keeping with the attitude there won't be gambling machines at any of the Sega games.

Welcome Evans Sega's Director of Operations commented: "We are delighted to be associated with the Yooten Plaza. The Plaza is the first and largest of its kind in Europe and so such as we bringing the our latest facilities towards both a Japanese and local user group. Sega already have successful operations in Helsinki, EuroDisney, Major Regeneration, France and Japan where they lead the list."

The Yooten Plaza opens in September and promises a quality time at a Japanese town and entertainment to please game lovers of all ages.



Down at the Sega Centre you can play the latest games and meet Sonic & Tails too!



Become a book worm!

With Christmas fastly in mind, might have ideas about making the video game books market the year's best investment. They are the new real attraction. This year's new books, like the first, are available in paperback, hardcover, cassette and audio cassette. The books are available in paperback, hardcover, cassette and audio cassette. The books are available in paperback, hardcover, cassette and audio cassette.



Super Sonic Snack!

British Sega have selected you with Sega's ultimate one and done. The hedging is open in the UK. Because it's already famous for making hedging virtuous, it's not only the logical choice for the game one's best, but also the most popular. The books will feature exciting, fun, and a smooth-to-Mega Drive such, while the eggs will be shaped in the shape of the Sega videogame lid. The snack will retail for just 15p and comes in three flavours: Cheese, Kani Tamao and Fish and Vinegar. What about the authentic taste of Hedging, guys?

On every pack enters a Sega the hedging competition, with the chance to win Sonic limited eggs, watches and one of 25 Sega Mega Drives. Not bad for 15p. To get your very own copy, this week check for hedging with the items below in the window happy matching.



Praise Be to Sega!

Is the year the of Hedging or not? No, you're not seeing things, it's a There that is Sunday evening TV, coming the best only delights of Sega's British Virtua Racing. The family possibility and TV possibility was showing a group of young boys around Sega's MegaDrive game department, in Helsinki's toy shop for her new collection.

After years more, we've been wondering what kind of cars light Thomas's candle. Not because it's got to be just this like Pleasure (the obvious reason) about Tim (the possible) into puzzle games. After all, says Tim, it's a complete mystery to me how and a stayed looking to young of Pleasure years.



Sonic comic capers

The Blue Hedgehog and his lumpy pals can be seen in a great comic here in the *Life Size Adventure*. You can pick up a copy in all good magazines.

Interestingly, you could look out it like you always did a comic all the way from the USA! Sonic the Hedgehog is a monthly comic book published by Archie. It features the adventures of Sonic and a small band of funny freedom-fighters as they battle the might of Doc Robotnik and his mechanical creatures.

The comic is reportedly based on a three-part comic series due to appear on American TV some time in the future, but before you catch off to your magazine, the *Sonic the Hedgehog* comic is only available in special deals shops.

Don't panic, comic readers! Word is that it may be off daily available in the UK in 1994.



Available in the UK in 1994. Alternatively, if the original Archie edition takes your fancy, you can purchase it from the publisher, Archie Comics, at the address below. For more information, call 01753 477110.

Bottoms up!

Forget those lousy old adverts showing Red Bull and its big fish. Sega have launched a fine campaign to teach more safety to school children, and they're teamed in the spirit of Adventure to help out. As part of a sponsorship deal with the Royal Life Saving Society, Sega have helped produce a teaching pack for the "Lifeguard Potential" project, which involves a 30 minute video starting the Adventure team and Ezzie the Dolphin. Although 25,000 of these are promotional packs have been produced for the project, the PLSD have already received orders for over 10,000 from schools all over the country.

Director of the PLSD, Colin Goddard, is very pleased with the response. Our research has shown convincingly that the message is received by children as a very positive role model. A water safety message delivered by the guards has the best chance of being retained and we are pleased to have joined our life saving campaign.



Look to the future...

Will you or your child be a Sega fan in 1993? What about the future? What have the big '93 got lined up for the new year?

We've managed to peek a peepsey peak at a telecast schedule for every game planned for 1993. Just take a look at some of these firsties:

Mega Drive	
Fluans & Cat 2	January
Greened Heavyweights	January
Body Count	January
Man's Best Machine	January
Thermal Changers	January
Knocking Into	January
Dragon's Revenge	January
PTV - Night Storm	January
Spinning	February
Rise & Stamp	February
Parade Beach Ball	February
Sonic's	February
Suba W. Sea	February
Sony - Battle of Anzels	February
The Muck	February

Mega-CD	
Indiana Jones	January
Jo Montano	January
Wondering	January

Dune	January	Adams - The Secret Mission	January
Another World	January	Zoo!	January
Jurassic Park	February	Secret Strike	January
Grand Prix Tennis	February	Road Rash	January
Terminator	February	The 6 on	January
		James Bond 007	January
Game Gear		F1	January
Road Runner	March	Rebels	February
Cool Spot	March	Mass Destruction	February
The Jungle Book	March	3 Men	February
Donald Duck 2	January	Super Caesar's Palace	February



Grub's up!

A Sega gets up for the big Christmas 1992. They're back promoting their three Sonic games in a Burger King throughout the country. The effort to celebrate the launch of three delicious... Sonic Adventure, Sonic CD and Sonic CD.

Special Sonic meals are on offer at 275 Burger King all over the world. Some will have a free model Sonic from the game including Sonic, Tails and Knuckles. Burger King says at the moment, with a huge 7.7 percent an exciting game special of £25,000 to offer them with Sonic a Whopper 600... you go!



When it comes to console magazines reviews are what it's all about. You want to find out what's hot and what's a pile of tripe in the Mega Drive world so you come to the blokes who are in the know hoping that they will show you the light and tell you what to spend your money on. Well here is the best of their collective knowledge over the past few months...

Who, What, When, Where, How much?

WHAT: the game name

ON WHAT: which system

THE VERDICT:
blood, sweat
and tears go
into these

WHEN: the release date

WHO: who to get it from

Immortal Combat

Sega
£2.50

99

What a wonderful game this really is
— Harvey

97 Graphics
84 Sound
01 Playability
89 Lastability

Get it from = BOB

HOW MUCH: the price

WHO: the distributor

The guys of Sega Force Mega unite!



John Madden



Dave Ginn



John Madden



John Madden



John Madden



John Madden



John Madden



John Madden



John Madden



John Madden

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mega drive

reviews



Mortal

The big beat-up brawler just keeps rolling along, but due to the graphic nature of the scenes between its title and Game Over screens of the particular reason it's set for a busy role. Gameplay follows the best and loudest formula for this sort of thing, with one player competing against computer-controlled opponents or two fighting one another.

The object is to gain supremacy in a grand tournament. There are five vital limbs and seven different characters to choose from, each with their own strengths but no discernible weaknesses.

All the standard beat-up moves are included, with kicks, jump punches and the like all accessed easily and quickly via the joystick, and each having a visual effect upon the opposition's power bar. The characters' special moves, on the other hand, take much more skill



to perform, although once mastered their effects can be devastating.

What's *Mortal Kombat* really stands out from its contemporaries is in the gore stakes. As the Famous Five would say, there's lashings and lashings of it: huge spurts of blood erupt from fighters' faces each time they receive a second attack in the gook, which then drip to the ground in gory pools before gradually draining away.

The so-called death movies are none too pretty either, save the special Death Dr. Goto, but otherwise in this respect far better to watch movies, for how is it about?

A fighting chance

Two-player games allow each person to select a character of their choice from the seven available, then enter a kind of three-minute time-out for the scoring system. The game also allows both players to select the same character, one of the



Mr. Kung gets a kick with his system.



Sub-Zero looks like he's not too much like Zoro, an Scorpion hero in for the kill.

The Sega world eagerly awaited the arrival of the game to beat Nintendo's *Street Fighter II* back in September. Monday 15th was the day — *Mortal Monday*. Acclaim Entertainment shipped 500,000 copies in the first day and the game delivered what it had promised — blood, gore and some horrifically detailed death moves. Prepare to enter *Mortal Kombat*.



▶ If an opponent's arms ignite, they appear more than once) it's time to meet Gore.

The fearless Fox armed before means he debuts the second you defeat the last alternate round opponent. He's certainly no powerhouse demonstrated by the fact that he'll be replaced by the Moral Kombat site for the past 100 years.

Proved you've found your skills to a fine degree, you'll eventually face the bigger, but more like a minute that things aren't too badly. For Gore, go up to a fan's master — Strong Thing. And the guy's really strong.

Using the form of any of the Moral Kombat fighters, he can stand between punches or will instantly and will later on his regard on your victory and will bring Troika through on the second and last, just wait till you face him on his forward.

Grapple an excellent thought-out, each character designed look, and his images of proper action and emotion perfectly found to be nothing short of brilliant with detailed forms and clear, readable speech samples adding to the atmosphere accordingly.

Watch out, Street Fighter 2 — Moral Kombat's power to the MP!



Kyleon attempts the tricky three-checkmate maneuver while Scorpion checks in the corner of his new Eureka.



The Mary Whitehouse Experience

Only to be later established that Moral Kombat's a pretty genuine effort (and you'll note that all opponent code is unique) and the great video game violence debate is over: it's a matter of fact. But what kind of thing is all this public outrage over? "Sure it's all been said before?"

Instead of taking time and waiting for it all to blow itself off, we grabbed the bull by the horns and invited comments which would illustrate the arguments to our agents.

We began with Mary Whitehouse's National Parents & Teachers Association whose General Secretary John Sayer posted these words of wisdom:

"Quite frankly, we don't believe these games are good for anybody, and the sooner the manufacturers realize what harm they're doing the better it will be. And when they haven't provided evidence to back up his claim, many people have sought a direct link between what we see and what we do, but when have found one, all it could be, but was, caused or prolonged exposure to bad and gore of this nature may make some parents believe that violence can be a useful means to an end. And, indeed, it can be, but it's a very serious one."

We've also concerned the edited "this children could be in it" and within parts of the game, thereby causing damage to themselves or others.

Recently, nobody wants to see console owners cut being in any way whatsoever from the games they play first of all. But we were still having difficulty accepting the fact that games are so bad, they're actually doing

the harm where that people are influenced by what they play. It's regulated and that that influence can be directly affected by what they watch onscreen. The fact that this game needs a special password or that it's before children are required to do so, or even that it's very educational and even if the code were to be included in the manual, they would still be able to find out what it will do to them.

Some children are able to overcome the effects, to be contented, although many others are not. And these games do it in the console and can make people get a cut out of their families. Although according to their own traditional employing games can do the same thing.

Despite being unable to prove any of the Association's claims, either directly or in any other way, Mr. Sayer took to his pen once again, though they appeared to be living back at

the 14th floor of the 14th floor. Producers of the first 14th floor version of Moral Kombat, if anyone would be prepared to defend the violence in front of me, it was easy to say.

Moral Combat

Managing Director of Accolade UK, Mike Garsell, has been at the National Parents & Teachers Association in its attempt to justify denouncing John Sayer's statements as "false" and "irrelevant" arguments. Mr. Sayer's claim that they "in the conscience" is a good example to add, saying "the fact that nothing about of alleged resources" where it is the expense?

The case is, indeed, young people children from Moral Kombat's level and expense parents seems to be a clear gesture in a general way, but clearly, it has always been the case that adults have found it difficult to understand the basis of this children — but at past events, it is not clear that such issues still many television programmes, that Mr. Garsell, but unfortunately, the next day, for every 10 to 100 that they don't understand."

Admittedly, several views of the children of all ages should be allowed to enjoy, entertain, and to be able to play without fear of approach. Video games like many other activities give kids a fun, harmless and exciting outlet for enjoyment and competition. The Mary Whitehouse Association statement that "we don't believe these games are good for anyone" simply means an ignorance of the facts and a thinking-what-should-be-accommodated other people like and so on.

For instance, as far as SEGA FORCE MDK2 is concerned. After all, our government



and many like them are at least partly responsible for the global economic crash you and they don't have to justify their actions to us or indeed anyone.

It is almost like believing the games we play and the way we behave is ever made, we'll be the first to sit up and take notice. Meanwhile, though, we're more inclined to believe that the act of playing a violent game such as Moral Kombat is more likely to cause the game's creator's moral capacity for violence than any other physical action. What do you think?

WARREN 94%

I don't venture into uncharted territory these days. They're too dark and frightening for me. But on 1 or never seen the Moral Kombat on-line. The idea of Street Fighter meets pure action doesn't appeal to me. It's a bit of a surprise, but I'm not sure I can't do it.

When the MDK2 arrives, I took a casual look and marvelled at the clearly designed fighters, looking even closer at each of the other. He instantly without carried characters like SP? These are not fighters, but they're not anyone tough enough to do it for me.

When these guys win, the best doesn't just bounce to show screen — no, the sound, sweet and intense, and then the ground. And though the game is a major selling point and what many will love about MDK2 is the fact that it's a game without them. The way it's played is just massive fun, but the best moves and battles in every way they're on the receiving end, and make it more realistic than any other on-line-up.

To me, playing Street Fighter 2 is like spending a whole combination lock. They, within Moral Kombat, means it's a real joy to remember sequences of input, all actions and button presses, but they don't guarantee the gameplay and often have a logical connection to the result received. The story always moves every character has its own disposal, and it's really so much more interesting than those in SP 2.

Up against the super-hero graphics, gritty sounds, and the gameplay will make challenge of Moral Kombat, Capcom's "backbone" has lost the touch before it's even arrived. I wonder what Accolade's death scene is...?

PAUL 93% If you're one of the thousands who are excited with total brawls for *Mortal Kombat II*, don't waste your time. *Mortal Kombat* wins the floor with Rip and his pony buddies — they're no competition for any of the fighters vying for Geon's crown.

The first thing you notice about MK are the low-celity, clear digitized graphics — if you were impressed by *Ali Fighter's* visuals, these will blow your mind. Actions were used to make the game look as real as possible and this is the first time great digitized graphics have been rendered on M3 coin's gameplay.

Since it's a 16 Meg cart, there are loads and loads of moves. Learning them takes a few minutes, mastering them takes a year! You go to slightly well years of the computer and death moves and a few parents may understandably be slightly worried. Fear not, Action's excellent steps that they are, have a selected blood and gore from the standard game mode.

Mortal Kombat's great beat-'em-up which changes on *Mortal Kombat II*. One-player games are good and two-player matches are an absolute scream (check out your mate's face when you tip his head off and survey his spinal cord). What more can I say except make sure you're a few years out in September.



A nice attack punch before the rest...



...and a messy one after it's entered.



Gore must do a lot of work with weights — just look at the size of his forearm!

Reptile Man makes a rare appearance — this green reptile plays hard to get...

BLOODY REVELATIONS

With beat-'em-ups, heads beat down heads and feet on butts is a matter that's already been much said and grating of teeth concerning the art of gore. *Mortal Kombat II* says the cart has a semi-lazy selection.

The original cost of was a blood frenzy after instead. Heavy drooping is gone effects and so usual. On *Mortal Kombat II* are concerned the young minds may be affected.

It's all SOGA FORCE MEGA credit games players with more intelligence, however, and are happy to endorse the product to the full. After all, if anyone's affected by it, they don't have to play it, do they?

Again, on the other hand, have taken the accusations rather more seriously that's why the Mega Drive version of the game is slightly bereft of bloody thrills (or spills). That's right — the gore has gone! Go home!

The score on the gore

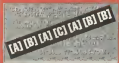
In fact, the blood is bludgeoned elements that helped make the arcade game such a success are there in full, but play on the cart and you won't witness one drop of the crimson motion later.

Why? Because Action figured it would be safer to discuss the gore effects privately, thus allowing those in possession of a special code to access them. The only problem is the more nobody while still providing the kind of game many people, judging by the coin-op's success, like to play.

Anyone who buys the game will find the special code in the manual — so it's safe. But even yet to see a copy — but Action isn't making a big song and dance about it.

To do make this is the perfect solution. After all, it takes only a few seconds to enter the special code, and most *Mortal Kombat* fans won't go to subtle over that. On the other hand, those who think the game elements are unnecessary or just plain sick — they are purely personal after all — needn't suffer from.

If you enter a few lines (through a full name format) using enter the code when you see the screen:



Mortal Kombat		94
Achieve E49.99		
91	Graphics	
88	Sound	
92	Playability	
94	Lastability	A gorgeous game but more the reason for it. Get <i>Mortal Kombat</i> .
Arcade conversion		= 071 344 8000

You've read the novel, ate from the sandwich box, slept under the dove covers and worn the slippers — now you can play the Mega Drive game of Steven Spielberg's box office smash hit **Jurassic Park**.

Jurassic

The game allows you to take one of two roles. In the first you can become paleontologist Dr. Alan Grant, while in the second you take the part of a cunning and surprisingly intelligent Raptor.

As Dr. Grant you find yourself stranded deep within the park, after your car has been demolished by the vicious T-Rex. (Remember those seasons scenes in the movie of Rex getting about the car, well watch something similar in the superb digitized clips that comprise the game itself.) To make matters worse a violent storm has destroyed the electric fences that pen in the dinosaurs, so Grant has to fight his way through poison spring Dinosaurium, knock the Corpy's (see-lying Parasitoids) and other prehistoric creatures back into the after forests.

You begin your mission to escape the island deep within the jungle. Your first obstacle is a giant Triceratops, who will allow you to lean on his back to pass by as long as you don't annoy

Raptor on the loose

The Raptor game runs along very similar lines. Obviously you can now see a dinosaur hunting down Dr. Grant, but the platform levels are exactly the same in each game. The difference being that at points that in the Raptor, you have to munch and maim the human guards, as well as evading the dinosaurs that attack you.

The Raptor has taken out of its cage after the failure of the electric fences. It is the perfect killing machine, allowing you to attack your enemies with razor sharp claws or fangs chomping down. By pressing up and jump you can make the Raptor leap huge distances, which becomes especially necessary when you enter the power station or level 2. It is also important to remember that the Raptor cannot swim, when you enter the swampy station. The Raptor must also feed to be able to eat the turkey dynamite that can be found strewn about the levels. Just eliminate the turkey.

Dr. Grant is not a particularly defensible hero, he has a wide range of weapons to collect to be thrown around each level of the platform game. These range from laser cutters to electric guns to

stun grenades. None of these weapons will kill the dinosaurs, but they will incapacitate them long enough for you to pass by. If you should be bitten by a dinosaur then you also fall and bones to be found, which will replenish your energy levels.



The familiar logo begins your prehistoric chills and thrills.

Some of Matthew's (see away-ward). You can also raise your energy levels by eating the plant-based Cornucopia.

Both playing the Raptor or Dr. Grant presents you with the problems of a tradi-

tional platformer. The game will inevitably be a bit stiff, simply because of the enormous success and hype that surrounds the film. However, can the game be regarded as a worthy representation of the first white-out wilderness game that question I think is time for another Corpy-bop.



How about here that bit? (See get to?)



Oh, there he is!

Welcome to Jurassic Park.

Park



The Raptor begins its journey through the jungle looking for man and meat.



Dr. Grant realizes consciousness sleep in the island jungle.



As long as you don't feed him, the Tyrannosaurus is gentle enough.



Use the jungle vines to cross dangerous drops.



Before the storm, the Raptor cage was secure enough, now he's not so sure!



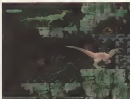
The Raptor can chase and kill other dinosaurs or people. It also has a handy turkey drumstick as it's fed.



Like Dr. Grant, the Raptor has to jump through the mountain maze.



Make sure you choose the right route otherwise the Raptor will plummet to its death.



And finally the Raptor enters the door to the power station.

MARC 85% Well this is the game of the month typed and possibly the most successful film of the year. I'm happy to say that, for a change, they have actually put a lot of thought into the usual walk-around-and-shoot-things game. Jurassic Park, the game, is enjoyable to play and captures the mood of the film perfectly.

Don't be fooled by the hype surrounding Jurassic Parked; ignore this as just another film tie-in. There is in fact a decent game hidden inside — it's like a FirstClass with dinosaurs. The game has a variety of options, containing two games in which you can either play as a human or as a Raptor. This gives the game a whole new depth and really increases its playability.

The only thing that worries me is the film is that the game actually seems to be based more on the book, with the river levels which never appeared in the film along with a few extra dinosaurs.

With its excellently moody graphics and sound-track this is one film tie-in that is actually fun to play. If this is what can be achieved with the Mega Drive, I can't wait for the CD version!

MD review



Leaf alone within the bowels of the Jurassic Park building, you must be careful to avoid the dinosaur bones which will sap your energy.



Take a trip on the scenic Jurassic Park tour. Don't worry, I'm sure there's no dinosaurs aboard...



...with maybe just a few!

CHRIS 73% Oh, Great is the Raptor! It's up to you which game you select but the gameplay is essentially the same. Thus, there are the obvious surface differences between a colossal mass of prehistoric fear and a puny human. However, play the game and you'll soon discover that both have to do the same things to complete a level.

The opening sequences contain some great digitized shots from the film, which lead into a decent enough platform game. The graphics during the game, although not of the same quality, are reminiscent in ways of Pac-Man! Yet the gameplay has it up there. Jump, swing and crawl through the levels, collecting weapons and energy. Nothing that original there, but it is the essence of Jurassic Park, the game.

The Raptor crunches and munches its way through the levels, yet more could have been done to capture the atmosphere of the film. Unfortunately, this has been reduced to just another platform game, albeit a good looking and quite playable one.

On the plus side, both the Dinosaur and Dr. Grant control very well, and the levels do present quite a challenge. A few more challenges combined the Doctor in the form of a new and volcanic section, while the Raptor gets more of the fun — check out the canyon stage in which it gets to peck rocks as top-of-the-game quest!

However, it is a shame that Jurassic Park couldn't have been given that little bit extra in terms of action and adventure. After all, the film was all about special effects and non-stop excitement, which should have been integrated into the game. Thus we might have had a team that really did justice to a brilliant movie.



Shoot the dinosaurs with your tranquilliser gun, you haven't killed them so hurry by before they recover. Collect the fuel and use to restore your energy.



Trapped under Jurassic Park, it is important to keep the Raptor's energy bar's full, so plenty of munching!



Feed the Brachiosaur to complete the first level.




Jurassic Park		79
Sega £39.99		
78	Graphics	A good performer in the yard, but it doesn't really do justice to the film.
70	Sound	
81	Playability	
74	Valueability	
Platform		0425 818705

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SEGA
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Bubsy

in Claws Encounters of the Furred Kind

Bubsy's feet-locked talons that allow him to fly by spin-jumping, float, translocate and rocket.



October was a month pounced on by Bubsy the Bobcat, the star of a manic platform game. He may only have nine lives but he'll still put up a good fight against the aliens out to steal the world's yarnball supplies. Accolada have a great character here — so expect a sequel

Ever heard of Woolies? No, not the high speed Fiat X-16 replica; the alien from the planet Rayon who is a terror for leaving Bubsy the Bobcat with a mean Woolie robot until their spin-jump-act landed near his home.

They cut our out of feel because the technology advanced light-like plasma engines packed up. Their only means of getting around is to replace the local force points.

You'd think that Niles or Lemnos would do the trick, right? Not for the Woolies: their flying machines are powered by yamballs (what? we say "technologically advanced"? —uh,ah). If the woolie boss don't find yam ball they won't see Bubsy at their quarters. Play and Kasper wait again.

The Woolies weren't excited. They'd found the planet's stashful of blue-furred gamblers who like to betting when the steps are on. However, they hadn't looked on a top: a top getting sabotaged knowing a spinner in the works. Bubsy would rather eat his own tail like than surrender his yamball collection.

Spinning a yarn

So he turns on the lights. As Bubsy runs around five radically different worlds of three areas each, collecting yam and shattering aliens. You can easily dispose of these beings by leaping on their heads.

In the course of running, jumping and gun-squaring around like a thing possessed, you find Woolies shuffling their heavy things over hills and

dale, while some have a habit of standing on rooftops, guarding yam like it's going out of fashion. If you're up behind them and you'll scare the buggars within, their hair stands on end and their eyes pop out on stalks.

And if they see you coming, some take a deep breath — big, big wolf fashion — and attempt to blow you off buildings. Others bounce up and down, generally getting in the way, while the more cunning Woolies have discovered how to move either eggs and fire them from catapults when you're in range.

A stack of power-up make life a little less in. Coins of yam bump up your score; super-steps take you to greater heights. Turn T while make Bubsy invisible. Burning shorts burn the enemy and while ones grant extra lives, according to the number embossed on the front.

Woolly toady

In a bid for the open life, slipper by the fire, an endless supply of catnip and all that jazz. Bubsy wants the fun for it, not the other (waster) accounts the Woolies wish on a cross hair and negotiate each: you take desert ride and sheep, at all things are taylor.

Whenever you see sheep, an eye open for some and special periods. More often than not they wrap you in a different uniform of the level, but occasionally sports teleported to a bonus stage and lets a big score collecting balls and power-ups as you make your ultimate big goals below. Fold over a sheep that gets better. [A]



Wait for those crazy trains to zoom down the tracks before making a move.



Stop! Look around before you leap by heading (X) and moving the (D-pad).



and Dubby outsmokes her, aims to glide gracefully over to the finish.

Remember, on every level, on every stage, yamballs are where it's at. The more yamballs you collect, the greater your bonus when you complete a stage. There's a time bonus, too — the quicker you complete the round, the higher your score.

If there's a huge yamball at the end of a stage, it may contain more balls of that lovely high five material for you to grab. It has you can feel your seat on it. Whaaaaa there's an end-of-level guardian waiting to take you into twisted dungeons.



Dubby does his giggles and raises the roller-coaster on the fun fair level.



This is tricky. Stay on the raft until you see a platform or small island.

Kitty litter



Snatch this for an extra life.



This shirt gives two lives.



Makes Dubby invisible.



The shirt of invisibility.



Dubby can't see the wood for the trees on this stage. In fact, the birds and the bees give him trouble. Oh, and watch he doesn't get nabbed by the Special Branch.

ADE 87% Accolade, you've done it! I've not been for some time now, keeping a keen eye on your products. I've been reasonably impressed, but there hasn't been anything mind-blowing. I've wanted to play again and again. So do me down with Dubby and you've got me off the stage. *Divert!* is a absolutely stunning.

First off, the graphics — basic-looking stuff, without a doubt. The animation of the cool stuff when he runs, leaps, somersaults and glides is smooth and without fault.

There are loads of ways Dubby takes the level, with beautifully portrayed. Our feline friend changes into fire flames, bursts like a balloon, gets squashed when he falls from a great height and does a pirate's hat and waves a white flag as he sinks underwater.

Another eye-popping visual effect takes place when Dubby falls into a log flame. At one stage, the whole screen flips when the logs turn upside down. Well, smart.

Some may find Dubby's gameplay is both monotonous — collecting yamballs isn't everyone's cup of tea — but there's more to it than that meets the eye. Each stage is huge. I was forever finding areas I hadn't seen before, secret passages I never knew existed and masses of green-ups tucked away in far-flung corners.

Don't give up on the fun fair stage. It's easy to get frustrated because the roller coaster rolls transform the level into a mine-field. You'll find the way out if you perseveres — trust me.

Sound is excellent — you'll see whistling the theme tunes in an hour. There are some amazing sound FX and speech from Dubby himself.

Attention, all platform freaks. Here's a cheap product you just have to love. Congratulations, Accolade, your best game to date, methinks.

What a cat-astrophe!





Bobcat's Ball of ping-pong moments — look out for that bunnymonster!



Above: A trip to the fun fair. Be carefree and careen there, but resist frogs and enemy crates!

Below: On the street level, don't stop on holes and steer clear of airplanes.



8 out of 10 owners...



Crack it open help jump on your score



Flout the bubble and get loads of points



Jump on this and you'll avoid a collision



A crystal of luck — dangerous to step on



WARREN 81%

Hey, the Bobcat! Enjoy the Bobcat's Ball! Whatever the musician, this fellow is cool, tough (though it rumbles at the start) and bristling (most) of every stage when the chips, especially value items, are a great worthy trip.

His appearance, however, is featureless. This gets a less interesting cover, perhaps more than any other outside of the credits, to create a humorous, dynamic, believable cartoon character who makes Bobcat look like Pac-Man. With similarly bright and well-designed backgrounds and enemy sprites, Bobcat's one of the few games which is truly great to watch.

The controls are a lot simpler than his wacky actions imply — just left, right, jump and spin, the latter often saving his neck when he falls from a great height — so Bobcat's very easy to get into.

There is a lot to be learned when a life is foolishly lost, particularly an elaborate one (especially against) one especially, this is the size of the graphics, but there is a games as fine that so you can take your time.

The only cloud hovering over Bobcat is in the usability department (go through Luster Linger — eventually — and turn left at Small Appliances) including tricky and maze-like sections are enough for many to watch off, wishing never to play again if they read and compare their problems, the passwords and otherwise straightforward levels put paid to the entire game.

Like Spielberg's Jurassic Park in the cinema, Bobcat doesn't quite live up to all the hype. It's amazing to look at but there's a little substance behind it. Yet worth a try, though it only to see what the fuss is all about.

Now you see him...now you don't!



Two never know what'll happen if you enter a cave: some take you back a few seconds, some forward, while others contain hidden bonus levels.



Bobcat the Bobcat

Accolade
£39.99

84

92	Graphics
88	Sound
86	Playability
79	Usability

A pure fun platform game. Stunning visuals and superb gameplay.

Platforms ☎ 021 677 0000

THE CD-ROM WAS CREATED FOR ONE REASON...

Microcosm features the most incredible movie sequences - combining some of the world's most advanced graphics with stunning live action footage.

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'Quite unbelievable.'

THE ONE

Screenstar Award

CU AMIGA CD32

85% MEGADRIVE ADVANCED GAMING
plus cover mount

85% MEGA POWER

MICROCOSM

NO ONE IS IMMUNE.

COMPTON

Heroes

The Dealer will then ask you to select a starting point within the game from the first four levels. These stages are: the Ancient Ruins — where the first gems will snag up and road runs will be collected by the heroes; the Underground Mine — which is highlighted in a mining cart in order to rescue the good scientist's brother; Dr. Green the Flying Battosai — has to be prevented from leaving so that you can battle Captain Omega for another of the gems; and finally the fantastic Neo-boss is revealed within the laboratory for the collection techniques used there have apparently never been used before on cartridge format.

The other option is to take on the Lord of the Strange Fortress — known as Black who is a respawning yet another gem. As you may have noticed the game does not put much stock in original or menacing names for the characters!

Decay dealings

The other levels involve a cutting — but deadly — board game that see us here having an idea to decide the fate. Depending on what he throws he could come up against a variety of villains each focus on speed and energy or alternatively use all the elements to get around the traditional board without falling victim to the many dangers it holds. A suit of death by-Lady if you like!

As in most action-platform games there is a big boss at the end of each level. You must overcome each band to progress. These bosses get more inventive and complex further into the game.

Take the guardian of Dr. Green on level two for example. The marvel of modern technology changes from screen time before he is finally vanquished. His monochromatic isolate Sceptor Force — a huge robot; Tetsu Force — a mechanical expert; Tiger Force; Eagle Force; Beetle Force — a self-launching plane; Griffin Force; Owl Force and Super Power (just?) and



Considering this boss is of an early level you can begin to comprehend the complexity and imagination used later on. Sceptor Force may be full of easy character names but the thought planning and imagination behind the game itself is difficult to fault.

It can see clearly now...

It is vital as you progress through the game to collect extra weapons to power up your fight here. However, do these levels this can prove immensely difficult!

To activate the extra you have to pilot the low flying bugs that cross the screen, no problem eh? Well, actually, yes it is. The action is so fast and furious that you will probably be surrounded by enemies when the different items drop from the sky making collection a little tricky. This problem is compounded by the pace at which your hero crosses the screen on many levels, for example when you are down in the ▶

MARC 94% The just about best idea ever... it's a shame only 94% for this outstanding game. If you thought the platform genre had become a little tired and repetitive of late, this is the game that is going to give the genre a much needed kick up the backside!

Forget the usual withering jump up and grab things type of platformer. Sceptor Heroes is also all that, because it's full of fun — a hefty help of playability and a very large slice of entertainment means it will linger and comes up with the best game for the stage. Drive in a long time.

Not only is the game great fun in one player mode, but even in that a one-pull-and-grab-a-thing-to-enter-a-territory-one-gem-in-two-player-simultaneous mode. Sceptor Heroes manages to parody many of the other games in its genre including Boulder. If you only get one game this year, then Sceptor Heroes should be top of your list, even if it means making up to Great Aunt Betty to get your hands on it.

Fast-paced, fun, fun, fun —
Senseless —
cheerful!
You can't waste
nothing yet.



The guards of the battosai take no prisoners



When it comes to their machines, the big bosses aren't much about!



Take that!



...and that! (or there are 10 ways die!)



In the a nice relaxing board game!

MD **review**

► Truly, depths of the mine shafts there is no way of slowing your speed as you hurtle towards the inevitable confrontation with a big boss. Without excessive agony and a quick jiggling finger, what things will you fly past me by.

To ease your troubles slightly, the Gunter Heroes are blessed with a number of death-defying abilities. They can leap enormous distances by double clicking on the jump button, take a quick fire or punching hand-to-hand and are also able to hang from the most poorly appointed of ledges. All in a day's work, I suppose, when you're saving the world!

Thankfully, there's a continue option helping you struggle through the game, lined with coins. We'll allow you to cheat at a point just before you face one of the mini-bosses on the sub-levels.

On some games this would make things a little too easy to complete, however, here it still does more or less of. Without them you would probably be grinding around on the early levels for a long, long time.

In order to aid your desperation to beat slash and generally fumble your way into the game, you can switch a difficulty level. On hard you'll fight all seven monsters on level two for instance, while easy will only pit you against three of them. In this game there is no chance to start on an easy level, just add the coin after. He spent so long playing the game on this level that he hasn't had a single coin at the end of the level of 32M.



Delve on the mines...



Something sinister was what...



But it probably didn't help that our David fell above him... back!



Oh well, I'll just have to make the best of it. Maybe if I give this a few weeks more a shocking thing will start to look up.



Yes to see that that a never late



Delivering technology: Show the case that's been taken with the way and choose better



Gunter Heroes looking, well, pretty nice (he's actually)

CHRIS 92% Reviewed by You can't ever believe what this extraordinary world for gamers of the north. Feel funny, hounding action. Well feel and fun has anyone!

Seriously though, everything about this game cries out with love! The graphics are superb, with small backdrops and incredibly well-rendered space characters. Just check out the movement and frequency of any of the 3D objects for confirmation of this. The attention of the heroes is also used as they slide effortlessly across the screen, changing from ledges or hurting enemies into obstacles. And the bonus of sound effects that contribute nicely to the overall atmosphere of the game and you'll see what I mean.

The biggest bonus to Gunter Heroes is its 3D cinematic reality. The gameplay never gets monotonous, with a massive variety of levels and sub-stages. I had most mention the great borderlines that make up level five. This is original and surprisingly addictive.

What more can I say? A great game, excellent indeed from a renowned anti-platformer such as myself, which will make a welcome addition to anyone's library of MD masterpieces.



Our hero sets out on his quest through the hazy of the first level.



One thing he didn't expect to come up against was a huge plastic symbol!



Well, here we are a little bit further into Level 1.



Scale this mountain if you hope to complete the level.



A boss made entirely of giant piles of concrete. Now that's original!



It's just like surfing down. Only your ability of breakneck speed down a mountain!



Watch out for those deadly claws. Nobody told them it's safe to punch.



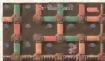
This boss uses his agricultural threshing machine to attack our hero.



...And now he's even throwing robot bombs on us! Come on, play the game!



"Where do I go? Don't have? Ah! I guess you guys... they don't leave... please!"



Get through the maze and reach the goal to progress to the next stage.



Take that you evil boss! We'd machines abound in this superb platformer...

Super Mario Bros. **Gunstar Heroes**

Treasure **£** **94**

92 Graphics

88 Sound

98 Playability

92 Usability

A superb all-around platform extravaganza that'll leave you craving for the sequel!

Out: Now (Import) 0425 110705

Sensible

Sensible Soccer's been around in one guise or another for some time. It usually features rave reviews and has a reputation as one of the top football sims around. This praise is achieved with a simplicity of design and gameplay that's rare for a game so successful as this.

Like all sports sims, you begin by selecting your difficulty level, the type of competition (what you wish to compete and the team you'll control). The line-up available are the club teams competing in Europe this season, and a selection of international squads.

Once you've set the options, select the weather conditions (length of the game and just before kick-off, your team members and formation). These tactics can be changed at any

time by hitting up your team bench with a manager who looks superbly clever... like Graham Scouse!

On the ball

Once into the game, weather conditions have a direct effect on the nature of the match. A muddy pitch slows the game down making it difficult to pass the ball to feet, while an icy surface sees the ball sliding away from players, making running and tackling that much harder.



There are a selection of passes to choose from — you can punt the ball long, play a short pass or a deft chip. To begin with, it's difficult to get a line flowing, those going, but a little practice makes the ball and tactics gameplay. The players quickly respond to your instructions and strategizing is a real

pleasure about

ing promptly and

looking seriously

at it or it's

anything less or

disgraceful. It

is really punished

by the referee, and

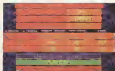
red cards pro-

duced for even

the most know-

ing offenses.

There is a smelly of trophies to go for and any number of players can participate in the league, the computer controlling the rest of the team. At club level these include a European Super League (the UEFA Cup).



(Above) Select every aspect of the game from this comprehensive menu.

(Left) Set Things To Fall Things... Done! Not exactly Premier League stuff in the special Custom Teams option.

English football is a bit of a controversial subject after this tragic TD second goal in the match against San Marino but Sensible Soccer is enough to even get Graham Taylor smiling again — it's a great soccer sim that's lots of fun for two-players.



Soccer

CHRIS 90% Wouldn't you know it? They ought to be looking my fingers to the bone for this mug and what he they do? Has me to review a game that a utterly sublime, that a what?

Senzaio Soccer shows me crazy. It hasn't lost any of its massive playability in the conversion to the Sega. There's nothing more satisfying than giving someone a bloody good kicking in the two-players mode, in fact I'm still counting from the wakening I gave him in the Senzaio Cup Final, I can tell you!

It's difficult to believe what makes this so playable. The graphics are nothing to yell about, neither is the sound, while the players' names are just laughable — Man Gogge of Manchester! I mean, what kind of name's that?

No, what really makes this game is its sheer playability. The speed of play and abilities of the players are where it's at. There's little more satisfying in the world of computer-gaming as scoring a diving header in the dying seconds of the match to win the cup. Ah, pure bliss!



(Above) It may not look special but the author's feathering and haircut.

(Left) The Senzario Senzaio Soccer Real Arena appearance.



It's a game of two halves, that takes a full 90 minutes, and at the end of the day, football's the winner!

PITCH TYPES



ICE

Succeeding on this surface is difficult. The ball tends to run away when played along the ground, while the players find it tough to run sharply.



MUDDY

When you play in this quagmire the ball acts like a puddle! Passes played to feet will stick in the mud, dribbling is not advisable and the rhythm of the game is disrupted.



WET

Always the best surface for technical action and sliding about on your backside. Passes executed properly will quickly run away from players on the slippery surface.



SOFT

Plenty of feel when it comes to it but the ball is always moving. It's a good surface to play on for a while in heavy rain. The game becomes a challenge — certainly to feel!



DRY

A hard pass with it will jolt the bones in the back. Watch out for the high bounce. Like it really to clear the keeper and stick one in the other bag!



HARD

Similar to a wall. When the ball is kicked the ball is always moving. It's a good surface to play on for a while in heavy rain. The game becomes a challenge — certainly to feel!



and the prestigious Bertha Cup while the World Cup is longer format and knockout cup are open to international teams. In cup competitions, play over one or two legs and added extra-time or penalties in the event of a draw after 90 minutes.

Sensible Soccer's the total football experience available at the moment. It's had even more notable at the MEGA FORCE MEGA capacity crowd peering on the edge of their seats (at least that's what they claim is the cause of the steep pitch on the chair). We suspect you'll be over the moon about this one, but at the end of the day the ratings are all that count!



The English and German teams clash onto the pitch for the crucial World Cup qualifier...



The ball's with England's goalie...



Yet more soccer action!



No points if long...



Here's an exciting throw-in!



The striker breaks England's way...



There, what a score! If only Graham Taylor's England could emulate this.

STX 92% Sensible Soccer's been acclaimed as the best game on the Saturn and the best simulation on other machines. With the release of the Mega version, it looks like we can expect the same with our beloved console. If you're ever played another version there's a little new here, but that again why bother changing something as limited as this? Sensible Soccer is an addition, I couldn't stop myself from playing it again and again. It sits in the joint with the rest of the MEGA FORCE MEGA gang had to physically separate me from the machine to get a go.

As you may've guessed, I'm a big fan of football-sporting, which probably goes for most of us here. However, I wouldn't say that's swayed my judgement too much. This is the one part of an addictive game, I urge anyone with even the remotest interest in football to rush out and buy it.



It's a great individual effort by Germany!



Use the replay to relive those tough moments.

Sensible Soccer

Sony
£99.99

70 Graphics

71 Sound

94 Playability

93 Lastability

91

A game from the Publisher League. Truly, with love!

Sports

071 75- 5151

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Aladdin

Aladdin just can't seem to stay out of trouble, but he's the only one who can save the day when Princess Jasmine is kidnapped by the evil Jafar. Aladdin has to curb his wild and reckless ways if he's to succeed in this fast-paced platform adventure.

To save his beloved, Jasmine, Aladdin fights through a host of action-packed levels.

Aladdin Saves

Aladdin begins late down among the street rats on Agnash Street. He escapes hot coals and evades sword-wielding guards in progress. Later levels include the Desert, the Sultan's Dungeons and the Cave Of Wonders.

To protect himself, Aladdin carries his trusty scimitar and can also throw apples he collects as he moves through each stage. These prove effective against enemies lurking just out of sight or range and in daunting tough, end-of-level bosses.



The Scimitar Bonus has a lot of bonuses on offer!



Aladdin passes hot ladies representing bonus with flying colours!



To help his quest, called a host of different bonus items dotted around each level. These take in Game hearts to increase Aladdin's health, Snake Charmer's Skulls for conjuring up magic signs to help you escape to higher buildings, and Aladdin boxes giving you extra lives.

Most of the terrain and buildings are used in some manner — if you appear to be stuck, there is always something to jump, swing or slide to rely on. If Aladdin swings onto flag poles, he does a huge somersault to reach distant platforms. Sliding down a palm tree can be useful on for a limited time before falling back onto the ground.

Ascending Aladdin along the way is the lovely Genie. You know you're going in the right direction if the Genie keeps popping up.

He gives Aladdin magic items that help destroy enemy baddie on screen — and he grants wishes if you've been really successful in the game. Don't expect though to receive

Many thanks to the publisher, Virgin, for their kind regards. Now you can see what all the fuss is about. Aladdin based on the classic Arabian adventure, comes to the Sega world in a host of our own technicolor.

SEGA
FORCE
RECOMMENDED

Amazing Animation!



Barrel



Looking



Climbing



Hang on!



What's up?



Swordplay



Heave



Somersault



(Above) Play on Aladdin's pet monkey on the bonus level.

(Right) Look before you leap — or get by ahead!



try without paying for them on later levels. You do this when you meet the peddler — find him and spin his wheel to do business; if you've collected enough gems, spend them on wishes or extra lives. All ten gems and five gems respectively; they don't come cheap!

Disney delights

The game's animation and music are originals from the design studios of the Disney empire. ▶



Watch out for that weapon!



The monkey loves it best.



Aladdin can't bear to look at that somersault game!



Hard luck. The time you lose.

CHRIS 92%

What a delight this edition! Aladdin embraces everybody who plays it. The whole game is brilliantly executed — without any noticeable defects.

The graphics are outstanding. Animation's good, with great movement and quality. It's a little impressive to have 30-frames-per-second animation and smoothness through the levels. The backgrounds and terrain are all superbly designed, capturing the Disney atmosphere to great effect.

The ambience is enhanced by the soundtrack from the animated movie and some smart spot-effects. Overall, the whole isn't engaging and cleverly the right mix.

Alas, all, this is a platform game that actually made me want to play it — so most feel considering my dislike for so many of the genre. It's immensely relaxing, incredibly playable and I loved every second of it. Buy it!



Close and get it!



Oh, these rocks are hot!

► Its some of the best designed cartoon environments ever seen on the Mega Drive. Aladdin excels with real grace and has a host of quirky features and flourishes.

If you leave him standing still too long, he leans on his sword and starts juggling an apple. Being a prince has its perks and down to his neck. Soak it up! Indeed, inspired by the movements of all the other characters in the same genre, the music (which has been lifted from Disney's previously-released film).

It's a definitely one of the top titles in the list thanks to the Christmas period. It's a big game and a well-designed title, platform out. Aladdin is a clever game and looks certain to be charming everyone into play! **B**



I've not hanging around all day, come and get me!



(Above) Aladdin makes a heap of gold.

(Above right) Twinko, Twinko little twimp!
(Left) Hang around too long and one of these fat babies will get you!



(Above) Aladdin falls one night!
(Left) The new crown of camel-jumping reaches new heights!



It'll not top in Dickson's if he can't!



Don't try this at home kids!

STIX 96% On my golden Ark, it this game is the quality Disney games for the Mega Drive. One long way they continue to be involved in Sega titles. The animation, forward-looking game play and as many other superlatives as you can think of.

I wasn't expecting anything special when I sat down to play this. A lot of the others in the office went on about how great it was going to be, but I try to ignore what others report and I've actually played the game.

This title though they were right, I was impressed as soon as the cut and into my Mega Drive. The only thought in my head from that moment on was to continue playing this until I was pulled away. When that eventually happened, I still think back like a crowd watch for more! Nothing else needs to be said, except — check this out. You'd be a fool to miss it!



Down and out!



Aladdin		94
Sega £44.99		
96	Graphics	The classic Disney story's been captured in this brilliant Mega Drive cut!
94	Sound	
95	Playability	
92	Usability	
Platform		071 371 3000

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Street Fighter

Special Champion Edition

The game phenomenon that spawned a massive industry is here in its latest incarnation. *Street Fighter II*, the most popular arcade game ever, has created comic books, toys and there's even a film in the pipeline. However, the video game's still where it's at, hence the *Special Championship Edition*.

The 12 World Warriors meet once again for their annual championship to decide who is the greatest fighter on the face of the Earth. Chun-Li, Ken, Sagat, Blanka and the rest of the gang are all present and contest for the toughest romp to date on the Mega Drive.

Street Fighter II opens with a smooth and detailed rendition of its opening sequence from the original arcade version. It then launches straight into a host of options to choose from before the action really kicks off.

Fight or die

You can fight in the Champion mode which splits into three sub-options. The neutral one-player romps (the two-player prompt is to Eliminate) in which each player can choose up to six characters. Each match is a one-fighter with the winner taking on the next opponent from the losing team. The final winner being anyone's last standing.

Other options include choosing how a wide ranging number of difficulty levels and deciding



YOU WERE BEFORE MY BEASTLY FORCE TO STARE A COWARD!

on the power of the opponents. This means that as your enemy loses, when you're still learning the moves you can lower your opponent's power to gain more one.

The other choice is the 11-fighter mode, which allows you to change the speed setting from no start to 1m start. At the lowest level the results in some infrequently known knowledge with the characters moving 2.5 times faster than in the standard Champion Fighter mode. Even the bulk of 8 Honda moves with the speed of United States in its high velocity mode!



It needs a hand-to-hand-ship to a real force to be outlasted with.

ighter II



Rya is another one of the new Infernus (robot).

MARK 90% Finally, it's here—Street Fighter II Special Champion Edition has arrived on the Mega Drive.

It's most exciting that it has something of a lot of the SNES version and, by and large, the latter's expectations. This special edition is impressive, while most of the special moves are present. Being able to move with 8 frames while performing the finished hand step makes him one of the best and strongest characters to use.

After stopping Ryo around for a while, he showed off in a suit, leaving me to test out the other World Warriors. Being able to choose from the wealth of characters, complete with different names and special moves, adds to the believability. And there's nothing more satisfying than hearing the living legends out of so-called experts.

This is easily as strong as the SNES version. Okay, the graphics are slightly less colorful and the backgrounds not quite up to scratch, but it's responsive, swift and darn playable.

Better than Street Fighter? A matter of taste, personally, I prefer the SNES setup.



Confound the mob. "Your biting family jewels at high speed cause tears."



Down-Li and Dhalsim do the special moves, but who looks more impressive?



The last stage is to select the character you wish to use and also the country in which they fight. Each contender comes complete with a history and their own special moves.

As a quick example, Charon has a nifty power weapon, while Zangief makes full use of the high speed clothesline. Like all the other fighters, special moves: it all depends on your use of the joystick and clever timing to make the execution perfect.

The secret of the tests is all-dependent on your skill at using your character's attributes to the utmost. It's also to become intimate combat.



Balrog proves that being huge can't help you against being 2D!

The World Warriors



The Bonus Rounds



► with the writer's moves and controls to be successful against another experienced performer. Otherwise, it's a quick and staid ending to the battle!

Nobody likes to get their car locked that easily, so there's a sound argument for buying the new production pack. Without these you have to use the start button to switch between punching and kicking. This wastes valuable time in a nearly instant exchange missing the difference between glorious victory and agonizing defeat.

Then again, who gets that worked up about a fast win-up car (the whole SEGA FORCE MEGA crew quickly took the other way)?



Guess which has their hands free?



Segal proves that Jaws. Female workers' classes really do improve your flexibility.



Fancy meeting them on a work night?



Being beaten seven ways out of himself.

STIK 75% Avoid the spars of Great Fighter, unless you want to have fun. That may sound harsh, but I've always had an aversion to this game and last year was no general. They all tend to encourage a certain number of the first cut so to speak throwing down challenges to all and sundry. Only to state a 10 minute run had the capacity to give him a bloody good spanking!

It has to be said that the game boasts some excellent graphics and the characters move around the screen smoothly. For this reason alone I've upped my overall grade.

To be honest, though, the game itself displays nothing that I look for in my favourite. To me the cut and cut violence is simply pointless, and only serves the lower instincts of those playing.

I also object to the music, consisting of buttons in a limited fashion that always accompanies this genre. The problem is, if you haven't got a six button pad you're in real trouble. Who wants to look out around 130, though, just because of a poor control system on his game?

It sounds I'm in a minority when you consider the success of this and *Mortal Kombat* which is why I feel it's necessary to acknowledge its popularity in my rating.



(Above) Give the Great Fighters, even if the world and best up some interesting points. (Left) Shows where he has an electric personality.



SFI SCE		83
Sega		
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82	Graphics	
80	Sound	
82	Playability	
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SEGA
FORCE MICRO
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September was a great month for racing game fans, because it saw the launch of Donark's *F1*. The game with probably the shortest title of all time but also the slickest graphics, slickest movement and plenty of hot race track action. Let's burn rubber!



Photo: Peter Phillips

F1

If you're not started in the Formula One racing scene, sport our beloved Nigel Mansell (buffed off to America). Fellow winner, teammate Rouseau may have something to teach you about. Donark claims that *F1* compares both the city and various sides of racing into one sport utilizing Grand Championship and Training modes.

Aspects of championship race that you can't see is paid to the model and you fail to finish or get through all the tracks.

The Championship is what Murray Walker will be familiar with only *F1* lets you choose the tracks and the order you tackle them in. Every Championship race starts with a qualifying heat where you try to go in a fast time for a good place on the starting grid.

In Training mode, you can test drive one track and unlike the other games, change the



In one-player Turbo mode, the graphics are reduced to the actor's faster and more furious.



engine out set-up in the pits rather than just your set of tires.

Spill for choice

Championship and Training modes have a lot for subscribers, where you select a one or two player game. If you choose a one-player race you get the choice of normal or turbo mode which increases game speed at the expense of spin-out.

There are four difficulty settings: Novice, Amateur, Professional and Master! As you work your way up from Novice the controls, tracks get more aggressively and caustic, with greater damage to your car. You find yourself in the pits more often than not if you choose a higher setting without mastering Novice level.

Next you're presented with a preview of your car. Here you can choose your rear wing setting,



The Team Donark car comes with a six-speed gear box and 12-month warranty.



Change the set-up of your car to suit your driving style (i.e., no brakes).

The Brazilian circuit is a simple apart from one hairpin bend.



These chunky concrete arches arch over smoothly and very quickly! F1's 3D is among the best we've ever seen.



which affects the forward lean (used on the car) gear box (with 10-speed manual or auto) and type. The latter data, performance depends on weather conditions since both types are perfect in hot weather but useless when it's putting down rain road.

The right controls?

If the preset settings aren't to your liking, the buttons can be reassigned. When you've got the right set-up, head for the circuit to qualify your car for the final challenge.

When you're driving, you'll notice how sensitive the controls are: you can't win by stomping down the accelerator button, leaving the steering and braking for the rest.

It's no good huffing around the track and crossing the car around the corners with wild abandon. Instead, these babies and you'll be making more noise in the



After every race you get driver and constructor league tables. The Demark team have fallen into second place.



A sophisticated two-player game is fun.



The Brazilian race has been completed in a little over a minute per lap. Time for a breather before the next circuit.



ADE 83% What a wonder Demark gave a run-for-hill on their funds. I couldn't believe it when other reviewers raved about Jaguar's *3D2000* — a turkey if ever I saw one — and that was on an *SN* F1 (since the floor [or format] will be).

The first thing that hits you is the sheer speed of it all. Is it fast? You bet your helmet it is. In Turbo mode, progress for stage of the race (lower starts-racing action). You won't find a faster racing game on any Sega machine.

I can't fault the visuals. Both scrolling and perspective are absolutely superb. There's no flicker, no jerkyness, everything is so smooth. The cars are well drawn, nicely shaded and move realistically.

There are always loads of options: 10 circuits, four skill levels, four kinds of game, different types, single or. Nothing's been left out. Sound is good, a selection of vocal team cues, engine noises and tyre skidding.

This is the best racing sim I've played on any console. Check out Demark's F1 — it's the racing game of the year.



Crashes are caused by one of three things — understeering, oversteering and a battle of wits before the race!

▶ pit then Alex returned. You have to learn to race like the real Formula One drivers if you want a share of the glory.

Without you better you get out of racing position. Here you will a message appears asking you to get to the pit. ASAP! If you ignore it, the tyra only last another lap before they show and you ahead of the race.

Simply the best?

You may be asking why this is listed as one of the best driving games ever. Perhaps it's something to do with the game's design and amount of user-friendly options included.

The battery back-up facility not only saves high scores and championship titles. It also



Fast laps earn Monaco's excellence, but there's no time to grab a few seconds, you're a race for win.



How do we see Puz Prost in his Team Renault car, passing under the M5 motorway bridge in Walsleybury.

remembers your car set up. It all saves. In this exciting, qualifying, Attack or Championship you can quit at any time. See the result of the last race and enter five years. So if you're interested in a future but lost in the Constructors and Drivers tables, you can't lose your playing.

Racing sim's have come a long way since the first year of Pole Position. Perhaps it's not taken MD racing to its limits.



TIM 90% After the outrageous Jaguar JAGUAR it's a bit easy to copy cars, especially those that claim to be the best on the market. I was ready to give this one a playing but my labors weren't needed.

Gradually it's brilliant. The cars move smoothly at ultra-high speeds and scenery is detailed and well drawn. The sound's pretty impressive. Too — tunes are catchy and the mix of the engine a truly realistic.

The gameplay's fast and addictive. All but here's a racing game where the high speeds seem real — in many games, you only know you're going fast because that's what the speeds tells you.

My only gripe is with the fabric crash effects. When you crash looks a very realistic sign, you fly through the air, but crash hits a funny line at 150 mph and there's just a last freezing sound.

It's the best racing sim I've played. Cool graphics, impressive sound and complete gameplay make Damon's car a must!



Hey, Mr. Prost, take some of this cheese. We do Puz on your racing seat! What if you mean, it's a CD? battle of Mad??



San Marino is perhaps the most glamorous location for a Grand Prix. That's also a bad driver in Eldorado.



The long straights are the best places to overtake. Use the adjustment technique for an extra burst of speed.



PAUL 92% I've seen countless racing games in my time but few have caught my attention. Many promised to be the most realistic driving sim ever, but gameplay was a matter of hitting down the accelerator and turning the corners.

All that changed because *PT* is geared onto the scene to ride the floor with the competition. The graphics and sound are top in making the race enjoyable to watch and play, especially the two-player split-screen and turbo modes.

The choice of games, difficulty levels, players and circuits show just how comprehensive *PT* is. The battery back-up is excellent — this is one of the first games to make intelligent use of a car's health.

No only grips are that you can't have a two-player one-off race (you have to go into Championship mode first) although you can select a single circuit and the pit games is difficult to see on the map and even harder to drive into.

These are only little points which have no great significance on overall playability, which is brilliant. If you're after a racing game and don't fancy championships or fuel tanks, *PT* is the game for you.



The lights change to green and *Ayrton Senna*'s the whitest off the grid — he's like eh... *zoom off a chisel!*



Just every time you go for a lap record you get stuck behind a woman driver.



In Arcade mode, the idea is to win after 10 laps of your chosen circuit.



After qualifying laps, you're given a place on the grid.

	F1	92
	Demark	
	£44.99	
	90 Graphics	
	82 Sound	
	85 Playability	Smooth sailing and easy fuel — the best racing game available. Buy it!
	84 Lastability	
Racing simulation		☎ 081 780 2222

Snow B



Instead of searching for snow to build yourself a snow man, how about making do with this hot arcade

conversation from the guys and gals at Tengen? It's got some impressive Japanese visuals to show off and bags of excellent playability!

Little is known when you're a shopkeeper (so welcome to the SEGA FORCE (SEGA OFFICE) — just look at Mike and Tom, the Snow Brothers. They spend all day sharing up Japanese princesses and solving to sub-standard top records. Or rather they did, until the internet finally left the Top Ten and more importantly the last princess was imprisoned by the wicked Fire Queen.

She was jealous of their beauty and the fact that their fire (Castle was her former lover) burnt and had an Aki spring, so she trapped them with a spell and took them to her lair.

This ruffled the brothers' skirts (and the best-looking birds in the area (and — no one left!) When she's threatening to kill them unless their father hands over his kingdom.

Lucky Mike and Tom were your average yellow-palmed shopmen and set out for Fire Castle to rescue them — after all, saving princesses usually guarantees you a bright future!

You have control of Mike in a one-player game or both brothers if you've combined a team to play. Your enemies to solve through

the castle's floors, delivering the Fire Queen's evil messages until you come face to face with the wicked demon!

Don't think of the last level just yet. Every level's a feast of devious enemies and devilishly laid-out platforms. You need to be at your platform peak to rescue the princess which means

The castle is a subtle blend of classic Double Dribble, Dig Dug and Rainbow Islands, only you



What a classy grin. With a smile like that, who could resist helping him find the three kidnapped princesses?



Brothers



It could be mistaken for old B&B, while Tom makes a cheap exit... stage right!



Even now rather than bubbles or raindrops.

Thanks a lot from enough ones of bubbles to form them into large structures which you then push or other bubbles jump up to reach raised platforms or towers to steady each. Why would you do that? Various bonuses appear if you kill less or more bubbles with one arrow!

There's again no long single, over-the-top high-power bubbles and the ultimate

Come on, do the loco-potter with me!



Blue Potion

Collect this for increased movement power. Handy for the later levels.



Green Potion

The best potion in the game! Your player turns into Mr. Blinky and kills everything around.



Red Potion

If you think your Blue Potion's a bit too slow, collect this potion to gain speed-boost.



Yellow Potion

This effect gives you absolutely a greater range so you can hit those hidden Bros a distance.



Argh! What an easy job. He's the first guardian you meet. Although he looks mean, he's not that hard to defeat.

These real guys are easy to kill — just watch out for their real attack.



Level 26 sees you hitting the oversized chocolate instead of stopping your search for the girls.



The layout of each screen presents its own problems. Here the steep slope gives our hero a good bubble.

PAUL 90% Years ago, William Soren (who, everyone, got the last-chance One or the last to save game) has been converted to the MD and I do well, indeed.

Some Brothers is just open end — the graphics are growing, the sound a fairly and managing a steady cut of this model. If it's a Bubble Brothers game you're after, the static screen, loads of bubbles and walls of fun, you can't forget anything that's gone in the past — this is the game by which all others are judged.

It's totally addictive. Once you've played it up, you can't let it down. It's lucky there's a password system otherwise I'd be up all night trying to complete it!

Games like these are few and far between. Bubble Brothers has never surfaced on MD, neither has Dig Dog, while Pandora (which can only be found on Japanese import). Hopefully, Game Masters will find it's way onto a British cart.

If you can't wait (I know I can't!) I suggest you get a Japanese converter and rush out to buy this game now, especially if you're after a few player game.



► **Legend of Zelda** (you glide off over the screen, saving anything you touch). Bosses are awarded for killing all babies with a single bootstrapping exercise.

One in ten...

Put to rested these points (designer when you take a life. Things get very tricky on the later levels when you return to normal speed and big-standard obstacles.

It's not as if you're very hard to waste. You start with between one and four lives, depending on what's set on the options screen, and lose a life whenever you touch a baby. Look at your lives and you can see one of that confusion.

Thankfully, a password given at the end of every level (and just after you've fought a queen). Some did not forget to mention that you have huge bosses!

Once you've started out the game, try altering the difficulty level (we suggest the Hard setting, only if you're drunk).

Remember to stay cool — have a definitely not that when you're a winner!



That's just it, a real pain in the ass! Kiffing Zora's difficult to avoid his stars.



After starting a new game for six months, the girls decided to 'shape themselves'.



You'll fit the new members of the Phoenix, Mr. Blinky, Cool or what?

TIM 92% I was well impressed with the way you that a new job (oh dear). Captain Climb (oh dear again). Seriously, this has to be my Game of the Month.

The idea is great: turn your enemies into obstacles and roll them into any space that you can see. When you roll your enemy from one of the top platforms, it looks like a jarring game on the ball because from platform to platform, it's a challenging, fun and bloody addictive — I was dragged away from the MD screaming for more.

The graphics are also fine. Buildings are ultra-coloured and characters are well animated. There are some amazing visual effects (best when 16-bit or 2-bit) and a great-up — they will get to three times that level size and kill everything in their path.

The sound effects are cool and the main tune is unbelievably catchy. I've been humming it non-stop for the last few hours and it's driving me mad (yikes, glides).

Snow Brothers is the most competitive game I've played this month. Absolutely brilliant.



This version is very tricky. There are devils can cut themselves into a ball and attack at high speed.



When you've got a level that's fairly simple in design, all of the enemies will get involved for a special bonus.

Snow Brothers

Tengen
£39.99

85	Graphics
82	Sound
94	Playability
90	Usability

91

A terrific performance that'll go down a storm with all the family (yikes).

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IT'S MORE THAN JUST A GAME



Madden'94

As one EA sports-simulation lides from memory, so another inevitably rears its high profile head. This time it's John Madden's latest incarnation blazing a trail on our Naps Drive.

We've had NFL Monday 24 so it was only a matter of time before we got Madden's yearly release. Well, here it is, complete with all the style and glitz you expect from American Football in general. Still, it's more in particular.

Some might say we've had enough of the hairy head coach and his football cards. They may point to the fact that each year only the



Hey, hey, hey...

The control system is the same as always. Click on play card in boxes at the top and bottom of the screen to select game players, moves and your strategy.

Most of course, changes are made to the look of the game, without ever affecting the gameplay. To us, an extra tile is nice, but the game still isn't the hot cakes when it comes to realism. There are a lot of fans out there.

It is the same for offense and defense. In attack you can elect to pass, run or kick depending on the state of play and skills of your team. Defending is a matter of selecting what type of play you expect your opponent to use and reacting accordingly by choosing your



Beating the point after a TP is still's play. Even our tips boy managed it once.

Chris 82% The initial reaction to getting this game was "here we go again, yet another EA update coming out in time for the Grid buying season. Too bad for my own good, I guess."

Although we believe it's a bit hard to expect people to keep buying out for a few weeks in the original, I had myself subjected to Madden yet again. Even from a new version comes out, I get glimpsed by the old football lamp. The first controlling and extremely extensive game, which would be good when for anyone new to the world of football.

The graphics and sound are of a high quality with some great new animations and changes from last year and John Madden. I'd love to say EA have taken this series and too far, but as long as Mega Drive are being sold and people are crying out for more updates, EA will go from strength to strength.

pass defence, run defence or intercepting a line, usually on fourth-down.

This is always the system used in EA football simulations, basically because it's position changing is easy to learn. This system now to understand and using it effectively.

You can choose to compete in the new playoffs, all-time play-offs and exhibition matches as always. However, now there are also Franchise playoffs. These allow you to get what are considered to be the best players ever at each team against each other.



The green fields of the EA football stadiums stretch for at least, eh, 100 yards.



They don't watch the Madden games...



Stack of a play!

The next benefit is number of new features. There is now speed before during and after the match. The commentary now includes a game such as "Gotta watch the second One Bonus at this position is the option to turn the Madden game off when you get tired of them."

There's also a number plenty of new animations — particularly involved in the tackle when there are shattering slip-outs to enjoy. The celebrations after a touch-down have been upgraded to real.

Other features that quickly become noticeable include the extra movement in the forward and the clearer definition of the player's movements.

As you'll have noticed by now, the changes are all cosmetic, but that does little to dampen enthusiasm for this one. The Madden series has always been extensive, which is why EA keep changing them out and we keep buying them! ■



So! There's a place beside choosing real!

A wealth of plays and takes are available to any would-be John Madden on the field and tested options menu.



It's safe to say we like, knowing of the rules of American Football, playing an entertainment.



80% 80% Madden '94 is clearly not the most advanced really rather than graphical enhancements. Even so it's a smashing one, with high playability and that classic quality making you want to carry on playing even when others are questioning your health and sanity.

The graphics have been improved. They are much sharper and smoother than before, while the new animation is really well designed. Like the EA Football '93 being opposing players out to win more fast, now that they realize the ball is so many different ways!

If you love American Football or are one of the few people not to possess a copy of a Madden game, then make sure you get hold of this.

John Madden '94

EA
£44.99

84 Graphics

88 Sound

89 Playability

85 Longevity

Sports

85

The American Football star that will be better. Sell the color of the cover!

0763 518442



"Wow, how much do I love you?"

Zool

Is he an alien? Is he a ringo-ant? What the flipper! heck is he? Well whatever he is, he's become a huge star with Zool merchandising ready to hit the shops in 1994. Check out the Mega Drive version of this marvel!

This is the game getting more profitable place for its sponsor Chapez Chapez, into the action that a commercially suited. You know what Chapez Chapez are don't you? A recently manufacturer's making sculptural objects (you read later).

Anyway about the game. Zool begins with our hero innocently flying across the galaxy in his spaceship. Unfortunately he is helplessly shattered when a huge no appears in the fabric of the universe. He is sucked into a black hole and ends up crashing on a bizarre planet. In yep you is greeted in the NH Dimension.

Once Zool is witness the strange land a unusual terrain, he restores his sight (as it accident). Rather it is the walk of his will remains, find how long it take to come



Like any hyperactive man of, Zool soon gets knocked off with ineffectively.

up with the one guy?")

It's at this stage you take control of the latest cool control character of the conveyor belt and begin to survive the planet's madhouse level. Really messing Zool it's really stressful.

Zool's a massive platform game placing you in control of a fairly little top character. The style and game remains are very much in line: the 'padding' made — a vast number of stages, each consisting of four levels, at the end of which there is a labyrinth in relief.



We were through the air of the greatest of speeds. Watch out for the flipper!



'Taps it' out to get the 'the' another and attempt of humor tells.

Zool sets out on his quest, but comes up against deadly confectionery.



Buy you like

Zoo! looks and sets like a hyperactive kiddie on a caffeine overdose! He has tremendous speed when he gets going and contains enormous distance when required!

Zoo! can also stick to walls in a bit like an overgrown fly — a nice trick as you play through the levels on each stage if not only allows you to beat some huge mountains that



Zoo! bounces on the edge. Hmm... of course, this isn't influenced by Beavis!

STIX 86%

What is Chupa and Zoo! is one of the best platform games that I've ever played! So, it's not Beavis, but it's still a highly playable game in its own right.

One of the great things that struck me about Zoo! is the variety: each and every level contains bundles of different enemies, all particular to that individual world, while the traps are pretty unique too. Take Beavis' world, for example — not only are there COG but the bird to collect, but the enemies with wings which you can't shoot up on.

Overpowering, that is to say, with great character to detail and a pretty cool main theme. One of the Amiga models has been expertly ported across to S.A. — clear as mud, if you ask me!

Zoo! is different to Zoo! as a character in a way, being far funnier and a whole lot smarter. The best main music and for a better looking too! If you want something better than you want Zoo!

couldn't possibly be chased in a single level but also lets you rest on a cliff-side and check out what you're up against next. A real bonus. It's a game to beate as this.

To protect himself Zoo! enters a level gate that fires loads of little bullets. You also fall out into a deadly spinning top during a jump by pressing the [C] button in this mode he'll fall any of the smaller enemies he meets.

However, it takes a bit more frequent than this to take out the big bosses gaining the end of every level. These guys are tough, play dirty and take no prisoners — even the great way at the end of stage one's no mug!

There are numerous bosses lying about in each world, each level, small beasts to power up your energy levels and provide the big, big money investment by

There is also a really nice bonus called the Treasure! This creates a Zoo! clone mirroring all your moves. The biggest advantage of him is you can take as many hits as you like before he finally comes in handy on later stages.

Zoo! is a game helping to corner the Beavis and the Stix market. The question is: do any new character however tough and tough hope to compete with a being legend!



Somebody's stolen the IP out of Chupa Chups...



The big game are after Zoo! on the Toy Level.

CHRIS 74% It was always going to be tough for Zoo! to live up to this type of platformer. Not on any first few goes, I was fully impressed. It's fast, fun and, most of all, fun.

This cartoon didn't last long, I'm afraid. I even got fed up quickly by a game of this nature a little more originality could have been attempted. The game's really tidy only real you can often simply bounce through a level.

Zoo! is also some quality graphics, though along the usual lines for a ZX Spectrum. The sprites, too, are simple — if you do nothing Zoo! reveals his assistance by looking quite silly at you. Again, falling off the side of platforms or falling on top is all very much in the Zoo! mode!

If for this reason, I recommend it to anyone who loves large, fast, fun platforming and are looking for more of the same. Otherwise, you'll find it's a bit too easy to be a top-class game.



Zoo! stops to up and running. That's a bonus!



Zoo! got the skills, but they won't stop him eating them this bit. Perhaps a well-placed mark will!

Zoo!		80
EA	£44.99	
83	Graphics	Zoo! is plenty fun of Beavis the Hedgehog but isn't really in the same class.
71	Sound	
80	Playability	
79	Lastability	
Platform		0763 849442

THE TOP MASTER
SYSTEM AND GAME
GEAR REVIEWS OF '93!

SEGA Master FORCE



**GROOVIN'
IN THE
JUNGLE!**



**Exclusive review of
The Jungle Book
from Virgin!**

PLUS! Sonic Blast reviewed, a peek at Winter Olympics: Martial Combat, Headed, Cool Spot and all the top Game Gear games get reviewed and rated!

how do you like your fish ?

grilled, fried, poached or

armour plated



AVAILABLE ON MASTER SYSTEM & GAME GEAR.

SEGA



As the original hero of the Sega video game world, Sonic is a real live, turbocharged 3-D graphical Master System Character™ (Master System).



The name is *Point*. James *Point* - and as *RoboCop* you're about to dive into your *WIT* adventure yet we you feel for the *March Point*.
The destroyer *Dr. Myster* is up to his old tricks! This time he's out to obliterate every toy factory in the world by planting his lethal pop-up-penguin bombs. Only you can stop him now. Slip on your armor, load your cannon and prepare to do battle. Spraying other caterpillars with bullets and dropping every evil device *Myster* can definitely throw at you you shove through 8 *[Green-eyes]* levels as one of the biggest splashers on the *Sega*. Drive now comes cascading to your *Sega Gear* and *Master System*. *RoboCop*™ is a *leave you shakin' and stunnin'*.

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SEGA FORCE SPECIAL

CHILLY SPORTS

55 US Gold are all set for the number one Master Systems game race this Christmas with their sports simulation of the Winter Olympics in Lillehammer 1994. Check out our freestyle preview.

GET CHAOTIC!

56 Ahh, it's that lovable blue demon, or is he a badger? Or an alien? Well what ever he is we've got a review of his latest Master System adventure Sonic Chaos!

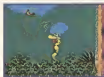
MORTAL MAD!

58 They said it could never been done on the humble Master System but the duels at Acclaim proved everyone wrong with this excellent conversion of the Mortal Kombat arcade game.

We even know the cheat to give you lots of blood and give you the gear! All you have to do is press (L) (R) (S) (DOWN) and UP on the code screen at the start of the game and the pistol and gun will start to fire. Back but arcade perfect!

RUMBLES IN THE JUNGLE

60 The Jungle Book is looking like a fantastic game for Christmas and Disney fans get the video cut out too! Cos, you'd better get out your climbing shoes and become the king of the swinger pool.



HANDHELD HELP

78 Here's the guide to best all guides on the Sega Game Gear. Just check out all these carts here before spending your money and you won't be disappointed.

THE MARKET

78 All the best games ever to appear on the Master System in one handy buyers' guide! Look no further!



COOL CARTS

Here's the low-down on all the new games we've got in this special issue of Sega Master Force.

REVIEWS

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U.S. GOLD

WINTER OLYMPICS

With the snowy weather already upon us it's time to start those chilly sporting events and get a numb bum — from watching all thoseackers do it on TV! Well, now you can take part too. Without even stepping outside!

The schedule with the event of events in 1994, the Winter Olympics held in Lillehammer this coming February, U.S. Gold are about to release a Winter Olympics game full of the competitive spirit of the real Olympic events.

You can part in ten different sports, each needs lots of skill and good judgement in order to complete them. Experience the speed and down-right frightening Bobsleigh event as you zig-zag down icy tracks at high speeds, or try your hand at a spot of Down Hill all morning whilst sweat, lots of concentration in order to avoid the trees and other obstacles.

The other events are all familiar to anyone who has watched the Sunday in the past. Such as the Giant slalom the Luge and bobsleigh sling.

All events feature realistic graphics that show off the Winter Olympic's capabilities well to add to the realism your character is in the foreground making a water to



Look at me! I'm a shooting star! This looks like a real track. You're Ben Franklin! That water is going to end up with his head stuck in the snow!

Big, fat, full! Come on, keep that stamina going, there's only another five miles before you can stop and have a breather!



The ice-jump uses some great animation on the Winter System and Game Gear and gives a wonderful sense of speed as you whiz down the slope.



Oh I wouldn't go out in the cold if I was this deer. I'd want to stay inside that little hut, all nice and cozy with a big cup of hot chocolate!

swamp yourself around the courses. To add to the Olympic spirit there are a choice of eight languages to suit nearly everybody.

As you start the first event, there'll be an opening ceremony to give the ultimate experience of the Winter Olympic games. To get you used to each event, there's also an option to enter the practice mode to brush up on each event, and you're ready to tackle the real thing against other skilled competitors. Winter Olympics will be released reliably for Christmas and is sure to be a smash with all sports fans.



Winter Olympics is packed with all the great events from the winter sporting events of the decade. You can proceed there at first then take the plunge and go for a world championship.

Sega Force Special

Game MASTER



preview



The blue hedgehog with a pile of speeding tickets arrived back on the Master System and Game Gear in November with a spanking new adventure. The added attraction this time was that you could play his sidekick Tails!

I was a proud die-in being a South Island. Along with his best friend Tails he was busy making things happen in the game world, whether around the base of



Here, decisions do matter. Should Tails just pick up both these rings? Or save one for later?



Here's such a busy feature set! Tails, always looking around. He's, he's in... he's not a member at all!

SONIC CHAOS

By *Chris Kohler* and *Chris Schilling* of *IGN*
 With *IGN* Editors *David S. Green* & *Christopher*

THE ORIGINAL SONIC THE HEDGEHOG WAS THE first platformer to make a splash on the Game Boy Advance. It was a

It was an impressive achievement. Sure, it's not the most advanced game, but it's a real test of the hardware. It's not just a test of the hardware, it's a test of the software.

A life on the ocean waves!

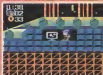
You see, the South Island which is home to Sonic and Tails is a magical place. It's a place where the magic of the ocean is alive and well. It's a place where the magic of the ocean is alive and well.

So, it's not just a game, it's a world. It's a world where the magic of the ocean is alive and well. It's a world where the magic of the ocean is alive and well.

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Spikes or tails?

So which is the best character to choose? Sonic Cheer gives Master System players the choice of Sonic or Tails and their different strengths and weaknesses. Here's the SEGA MASTER FORCE guide to the Top Dog Boys of the video game world.

Sonic the Hedgehog

Sonic can use a spin attack, allowing him to jump really high and neither does add to his speed. After collecting a hundred rings, Sonic enters a bonus stage to hit back and of the Cheer Spinballs from the public works.

One of his new features has been added and it is the Spinball collected, Sonic, entering the many-speed and separate. Tails, on the other hand, will have to try the video.

Choosing Sonic over the game has Master's hands.

Miles 'Tails' Prower

Tails is not too fast but he can use them as fly or spin at high speeds. Unfortunately he can't use the spin attack or neither does he have a special of his own and even Tails going too fast.

Tails can't enter any of the bonus stages to collect Cheer Spinballs, even after collecting a hundred rings, so he can't complete the game properly just by the end requires.

Choosing Tails just like Sonic has his hands.



AMOS



Nick

I was well impressed with this one. It's a really interesting game. Right from the moment you play the cartridge into the Master System and get it on, you're hooked to the adventure and quality we've made to expect from Sega. Of course, this game has one up on the other SEGA Sonic games as you

can now play Tails, as well as our blue hero.

Usually, Sonic Cheer is stunning. In Amos, it's the only one to feature any of our extra. I was particularly impressed by the new game. It's a team game to help in his quest. The control scheme and play style will have you playing all the time every time.

Sonic Cheer is a fantastic game that a Master System owner should be without. Check it out now. (Minimum required)



So for the rings, it's a really fun and easy to play game. It's a really interesting game to play.



It's a really interesting game to play. It's a really interesting game to play.



It's a really interesting game to play. It's a really interesting game to play.



mf Rating

Sonic Cheer

94	Graphics
93	Sound
90	Playability
89	Usability

Simply an essential purchase for anyone with a Master System or Game Gear — our best!

Sega
£29.99

93

Platform
or 071 373 3000

SEGA Master Blaster

The most controversial beat-'em-up of all time is here! If you read our preview last month, you should be gagging to know what we think of the finished cart. Go ahead and have a bloody good read!

Once again, the time's come for the world's greatest warriors to gather and enter the arena. The Muscle Tournament is the place where combatants challenge each other to become Great Champions. It is a competition of honor and glory where only the toughest survive.

However, several hundred years ago, the evil wizard Shog Young entered the tournament and turned it into a killing ground. The ancient warriors cursed by his evil and cruel (and defeated) opponent's souls in sky arena. In this way, Shog Young's reign of terror has lasted for over 200 years.

Killing one of the judges, Shog Young started himself head of the tournament and it became a corrupt match for his evil energy. He summoned a half human, half dragon creature, Goro, from another dimension and used him to hunt warriors to candidates for position.

With Goro as Great Champion, the ancient warriors entered his reign of terror. Good news...

Meet the warriors

Welcome to the ultra-violent world of *Mortal Kombat*. Based on Midway's hit arcade game from last year, you take the role of one of six world warriors: Liu Kang, Johnny Cage, Sonya Blade, Scorpion, Sub-Zero or Raiden. All characters have their own style of fighting and a range of basic moves such as punches, kicks and jumps, plus unique special moves to learn.

Mortal Kombat is played in one of two ways. In one-player mode, select a fighter and you're presented with a battle plan, showing in which order you'll battle opponents. You then fight the whole line themselves in separate bouts, then a dark duplicate of yourself — a mirror match.



Go on, and beat Sonya Blade name, or another Kombat with her initial colour scheme.



NOTE: Coming from Arcadia, features of the editor of the site had nothing to do with this game. There are six combat ways to choose from, each with their own special moves and abilities.

MORTAL

The next challenge are three endurance matches. You tackle two opponents, one after the other, with but a single energy bar in your name. If you're still in the lead of the fight after that, your skills are tested to the hilt by two boss characters.

Devo and Goro

Goro's four, eight-developed arms and arcane combat skills have won him the tournament 200 years in a row. His attacks are devastating but he can be beaten.



Raiden performs some much needed fire to work on poor old Scorpion.





Italian games that become a real powerhouse when it comes to playing Mortal Kombat.



a powerful opponent such as Scorpion, better up with the spear and take loads of enemy off!

KOMBAT

The final level is Shang Tsung's arena. He has many powerful abilities, including super-speed, multiple fatalities and power-draining, which he uses to become my new character — including of his own!

The second way to play Mortal Kombat is in 3D mode. Two players select any fighter and battle to a knockout. We compete by knocking your enemy's power bar to zero or taking the most damage within the time limit.

The team's great idea is to make it, if they don't, the computer needs a one-player game, but a human opponent may join in at any time by pressing buttons [1].

One-player mode offers three difficulty settings and six characters — many players should be able to complete it using only a few. As for the game. Yes, there's plenty of blood and all the death scenes, but you have to enter a code to view them.

For fans of almost fighting games, Mortal Kombat is the most violent and bloody yet on the MS. Prepare yourself for blood!



Come but the tough but that everyone makes fits out to be. Keep your distance and use special attacks.

Wasn't it... "BLOODY GREAT"?



I had to happen, I guess. With Acclaim's Mortal Kombat springing up in every major format this autumn, it's only fair that the Master System should get a taste. This is one of the most remarkable games ever released for an 8-bit system. The characters are massive and superbly detailed. Forget *TM Fighter*, this is the real deal!

King's excellent idea to remove restrictions but the six remaining fighters have all their moves and well impressive. They are, too. With the help of great sound effects, punches and kicks really connect and death moves are felt in full glory, even if you've entered the game code.

Two-player mode gives Mortal Kombat high replayability because you and someone else can master all the characters or specialize on a particular character. Even the Johnny Cage in the one-player mode, those difficulty levels mean nothing and experts will have a real challenge on their hands.

If you've seen poor MS games in the past, prepare yourself! Mortal Kombat will totally blow you away with its stunning graphics and arcade feel. This proves, once again, that the MS is capable of handling great 3D.

Acclaim have produced yet another top game — and! — for up fans will stand over this for months! Buy it!

MS&T 94%



Unlike other versions of the game, Mortal Kombat on the MS only features two fighting locations.

mf Rating
Mortal Kombat

92 Graphics

88 Sound

88 Playability

90 Lastability

A great fighting game which perfectly captures the feel of the classic code up.

Acclaim
£34.99

92

Out September
or 0822 877700

MS&T 87%

INTERESTING... WENT ALL THIRTY!



Whether what your parents and teachers say about console games having a bad effect on you.

gameplay into a cross between *Final Fantasy* and *Street Fighter*. The blood, sweat, playability and, er... more blood of a classic fighting game looks for ages. So when I heard about Mortal Kombat, I kept all night and had a sudden urge to stop someone about.

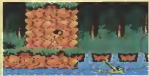
Unlike many last-16-bit titles, Mortal Kombat's great to get into and there's plenty of opportunity to improve your skills. There are loads of hard fighters to choose from, each with individual

special moves to even opponents flying across the screen. These moves are the only truly things in Mortal Kombat, but when you've got them nailed you can spring into action.

Man's equipped the joys of two-player mode but I love the single-player action. The fun for the price of one power bar" endurance matches are very tough and increase feasibility.

As for its graphics, go, this can really show what the Master System can do, with colorful, detailed figures and moody backgrounds. For cost fighting action, check out Mortal Kombat.

THE JUNGLE BOOK



In the water level, Mowgli can float down river on Baboo the bear's fat belly. Jumping on the river banks is a good idea, though, if you want more game.

SEGA MASTER BLASTER

Hurrah! It's finally out on video and — hurrah! — it's out on the Master System and Game Gear, as well. No, not Confessions of a Window Cleaner, we're referring to Walt Disney's classic cartoon film.

There can be those who have heard of the classic jungle book, whether it's the original Walt Disney film or the book by Rudyard Kipling. The story is of Mowgli, a white man, all who love his parents and move village until the warring jungle becomes his home.

On his travels through the dense forest, Mowgli is faced with a lot of trouble. He must help him on his way. There's Baboo the bear, a friendly dog and a useful friend to have in the jungle, a clever parrot of delights and many others.

Bambos is the jungle

There are a lot of things to do in the game. You can go to the river, through the jungle, and around the river. You can also go to the river and around the river.

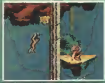
To reach the water, the bear, he only has to go to the river, but there are many things to do.

There are a lot of things to do in the game. You can go to the river, through the jungle, and around the river. You can also go to the river and around the river.

There are a lot of things to do in the game. You can go to the river, through the jungle, and around the river. You can also go to the river and around the river.



The game starts in the first level, where you'll see Mowgli. You'll see Mowgli in the first level, where you'll see Mowgli.





Use Baloo the vine and the rhinoceros swings to the other side like a deerskin Tuxedo



Each with a big tongue you have garden! Hold on, poor not my son, get outa here!



If you complete the level with the limited number of special items collected and within the time limit, Baloo gets to move on to a bonus level full of elephant! Jump over the big bonus, back and collect the bonus pieces of fruit. Life is really tough when you're in a platform game.

Nick raves... 'Buy it!'



There isn't much I can say about this new Moby and that I've been already mentioned. Just to not-right you get a big 5 — or at least out 5 or you're better than!

All the elements, music, animation are levels are simply excellent. You'll appreciate all the characters from the Disney movie and will want to watch the show, but Baloo it's come up in the (Disney!).

Single always is an excellent job with that Game Gear and Master System games. The company that brought us the classic, the classic characters and Baloo it's all there for the best of ages — this is going to be big!

Well, not, it's not a bad thing, Moby and Baloo are here to give you a run for your money!

— Nick Delpino



Don't know what you're thinking!

mf Rating
The Jungle Book

94	Graphics
95	Sound
92	Playability
92	Lastability

A perfect game to complement the video! If you see I get both you need your best opinion!

Virgin
£29.99

Platforms
or 081 890 3260

Pick Anupam... Times, Anupam!



It's certainly nice to see a friend come back — or rather return — on the Master System, especially when they're from one of my favourite Disney films. *The Jungle Book* is a lovely 8-bit that shows the so-called spirit of being a thing or two. Playing the old brought back memories, with all the cool animal characters making an appearance.

Oh, I think I might just give it a white to wear... So, hee... well, well... I'm sorry *The Jungle Book* is a beautifully animated platform ringer through various levels full of vegetation and manning monkeys. One of the most exceptional things is the subtle representation of the characters — the way they move is just so cool.

Although it's a platform game, *The Jungle Book* certainly isn't boring. The fantastic change in backgrounds certainly isn't going to make you yawn.

The graphics are crisp, well detailed and colorful, but you'll miss out many of the old times that immediately set your feet in tiger skin, lion mane, and monkey in the.

Respectable to *The King of the Jungle*.

The Jungle Book may not have quite the same originality, but it's a must for anyone who wants a classic Disney.

— Anupam Khetarpal



Phew! One step on a banana skin and you're in a hanging tree a day!



SEGA
MASTER
BLASTER

James Pond has been a huge success on many console and home computer formats. When he arrived on the Master System he simply stole the show with his slick graphics and hot gameplay.

Take down the decrepit, winged flying boss for blowing through and get rid of that pesky tapping man — Chameleon is cancelled! A single game by the name of Dr. Myles has released Sato, Chao and helped us get prisoners in the North Pole factory. Who on earth can save the day? Well — can you stretch that?

Only one secret gets a fully enough to rescue Sato and that's James Pond against RoboCod. For this special mission James has been given an underwater jet to allow him to breathe on land. This unusual jet prevents him from easily floating and has a secondary mechanism to help James reach high platforms. By pulling his body into the suit, his feet can



It's for war blowing bubbles! There's nothing like a nice bath after a long day's work of fighting.



Into a tin canister at the North Pole has been replaced soon. The previous level must be completed before RoboCod can gain access to them.

ROBOCOD

also make a great, powerful leaping boss for blowing through enemies.

This case platform game is almost an exact copy of the highly successful Mega Drive version. The graphics board and levels are here in all their glory — including some areas with multiple levels, secret rooms and exit routes at each. The object is to collect all the booky-crapped-up magazines. Dr. Myles has placed several such here when first the case. James' mission to rescue Sato must be completed in just 48 hours.

Fun with friends!

Thanks for loads include ready hours, some sports and a water stream compatible with top. You must complete the levels that appear on the map (also who guards the rest. A few features on the boat and a cliff to the next exciting area.

To look of work RoboCod has three features of power in his laboratory but he can carry up to five. Every one he's he by one of Dr. Myles's clones, a factory's revealed off what they're all gone he has a life. Lives are recorded in a unique way — James Pond level in the terminal's corner of the screen; he's here to show the number remaining.

There are lots of power-ups and collectibles around the zone. Yellow gems add some money, only 100 gems to life and

all kinds of weird and wonderful items bump up the score.

James Pond isn't confined to his life in this order of a game. If he's in the air the various objects and equipment featured for him by the owners of F.I.S.H. headquarters he can take a walk. There's a sports car, both sub-panels and water wings to discover.

RoboCod is a one-player game and unfortunately there are no passwords, but it is so addictive you don't mind playing from scratch each time and there continues to help.



Quick! Quick! He, actually I'm a policeman and this one there is a bus with cars — straight!



To simplify each level RoboCod must defeat all the locally trapped computers that Dr. Anyday has started around the place, then find the floating exit. Tough work for a tin fish — he could get outstuck!



Goah how scary — a giant teddy bear! But this bear has huge spheres at his bottom that will knock stop Robocod



By pulling himself down into his armour James Pond can make a pretty effective team in the leading enemies

ROBOCOD

Robocod conquers the world!

Everyone's favourite fishy secret agent has really made it big. After his humble beginnings in a variety game on the Commodore Amiga he burst onto the Sega scene with his first game on the Mega Drive. It wasn't long before the millions to public engagements came flooding in and he was launched into the public eye. Just take a look at what he's been up to recently.



"Yes John, you're doing fine, just keep talking." So get himself into the House of Commons James Pond helps our PM out with his speech



"So anyone ever talk about the hole in the wall?" Pond still knows what he's best at!



"Oh, jolly good show!" JP is always on hand to help out with a few Royal occasions, but where's his hat?



"I, I, I, BLAST OFF!" Well it, there's a gun. Only guy in a white tuxedo on the launch pad!



Top titles... GOLD GRAPHICS



This game has it all. There's everything from gaudy topics to head-thrilling suspense, all bound together with a distinct sense of fun. I have to admit, I had reservations about Robocod to begin with. Teasing through a silly old pond and mixing with fish isn't my idea of a good time. Nevertheless, I thoroughly enjoyed this game.

You can leap through a neat array of entertaining levels, ranging from sports scores to sandy superstars — there's even a slower mode, just in case you're feeling frisky. It's not just a mass of silly old pond meat, after all.

The graphics are worthy of a Mega Drive game. They're packed with colour and sprites are big and bold. The sound is wonderful. US Gold have really made the most of the Master System's sound chip. Plenty of effects and a tune so catchy you'll be humming it for days. How annoying.

The gameplay's fast, furious, addictive and utterly sweet. Although this is a challenging game, it's utterly playable. Besides, everything about Robocod sports C & T.E. If you're a big softy, you'll love it. On the other hand, cynics might just throw up! **93/95**



mf Rating
Robocod

94 Graphics

92 Sound

92 Playability

93 Usability

A perfect conversion from the old Mega Drive game — by 5.

US Gold
£34.99

Platform
or 021 875 3366

93



It's the dude in the dark shades and his white sneakers on the Super System Cool Spot is one fantastic platform game — play to

SEGA MASTER BLASTER

Cool Spot is one of the most original platform games characters to appear on consoles for a long time — and he's just so cool!

What on earth is a Cool Spot? I hear you cry. Well, he's a spot, you see! A spot that wears white gloves and sneakers and a pair of dark shades to hide his eggs (and his little pocket knife on the beach and dress box of Ray, too).

The red sphere has traveled the equator between the T and the U of the planet and drink in his high. Games originally wanted a character game but kept wanting a platform



There are lots of white and levels, each with new obstacles and clever means to move the hero around.

them so no gas? In-Dale and a cool M Cool Spot. The cut will pocket with his bubbles and great looking through. Play on his another platform game, but its controls around in Virgin have packed in some of the best, open atmosphere you'll ever see on the MS.

There are eleven fantastic levels to bounce through and the object in each is to reach your sunny path. They're later captured by the evil Wile. Muzak Wily will (you what) — (S) to be an arrow to the world for a new world and have a best trapping spot before the top.

Free the site!

There are a set number of small spots to rescue on each level and they all have unique powers and so collect. Bubbles can be used to float to higher levels and balloons swing on to move across the screen. Red spots are collected to free your marks. But collect more than necessary and you're trapped with a boss level.

Cool Spot is one fantastic game. You bump into it, under the ocean, along the way, more in pyramids, large millionaires, strong countries with big guns and mad plans to be the spot, reaching his path. You'll go to work (and you'll be performing around these matters to get the hero



Being head first into the sea isn't a good idea — spots aren't well known from their swimming abilities.

through his path — and find out if tanks of his hidden. With bonus games to play, more personalities, missions and plenty of levels to get stuck into, you'll be playing Cool Spot till the cows come home!



Leave the little guy alone for a few seconds and he'll start playing with the yo-yo — how cute.



The best is when you're collected through the world. You rescue Cool Spot's path from their cages.



Cheese landing on your face is never a good way to greet anyone. But I bet that really hurt!



Don't you dare throw that piece of cheese! Why is this mouse wearing his pajamas?

SPOT



Being a spy-like character in a beach chair is a big advantage in Cool Spot! It's heavenly!



This is no time to play around — get moving!

Beats his pants... IT'S GOT CLASH!



If you're going to try my hardest and I sometimes blurt out "clash!" that's the particular spot for me! Unsettled and doesn't sit on the end of my nose, crying out for the heavens.

The spot's a tip 'n' happening A-OK with great dress sense. Even though he's the coolest spot you'll meet, he's also rather angry because all his friends have been captured by a rather evil to prove he isn't as nice as everyone thinks. Outside the national interests through a succession of classic levels which involve much more than the average run-of-the-mill stuff. That's what makes Cool Spot interesting — all the levels are real thought-out, some have the best level Master System game since 1985.

As you'd expect, the graphics are excellent. The strange thing is they're not very big, but they're not a bad thing. The sprites are wonderfully detailed and coloured, right down to the scales in Cool Spot's trousers. The sound's a little weak but sometimes so you shouldn't hear about it. Turn it down! See what.

Oh, here I wish all platform games showed as much thought and enjoyment. Instead of following normal trends and having level upon same level full of enemy nasties — yawn. None of this in Cool Spot — it's got class!

BOB BIRD



But before you take it as a sign of a bad game, it's really quite good.

COOL CRONIES

A right! They're everywhere! Whenever you go in Cool Spot, there's some mad enemy getting in the way. They come in all shapes and sizes and they're all on Wild Wicked Willy Wab's side. They're some poppet, though!



CRAB

These massive crab crawl round in the sand. When "beach" their shells come off revealing useful laser beams.



INCH WORM

They crawl up and down the ropes in the air. If you walk in to draw worms from the bottom of the rope.



BOTTING NICE

Bottles because they've got their spines and float deeply from below to cut them out.



SPIDERS

After Antimachus, these things get in the wildest. But there are of their webs — ouch!



FROGS

Chase your soul, they do in Spots and you never see them until it's too late. Pop 'em ouch!



BIG SPIKES

These are difficult to spot as first, but ready in the touch. They can be jumped with care.



TINY TACKS

Like the spider these will damage Cool Spot early jump over them as they really prove useless.

mf-Rating Cool Spot

92	Graphics
88	Sound
93	Playability
92	Longevity

This awesome colourful visuals, trendy tunes and a good challenge for platform fans

Virgin
£32.99

91

Platform
081 080 2255

BEAT-EM



WEB-EM



SNAP-EM-UP.

The biggest names, the biggest games, breathtakingly brought to life on the Master System.

The blockbusters that bust more blocks, these are the games that pack more action than a very action-packed thing.

Five killer carts for system addicts everywhere.

Acclaim

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Dizzy is the console cartoon hero that no-one should be without — he cracks me up!

Forget about your blue hedgehogs and soaring spaces: there's a new hero in town and he's good whether he's cracked or he's not! Yes, Dizzy an egg — but not a boring one that rolls around aimlessly with a little friction.

Dizzy has red glasses, floppy legs and a cheeky grin. He's got things to do other egg people, the Yakkids, in a whimsical village above the land of Zaxxon.

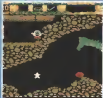
This was once a peaceful land where the Yakkids could go out collecting berries and cheer to the local musicians they share. Zaxxon with. That was, until this evil wizard Dabba decided to take up a stick. He put the whole kingdom under a black spell and made the water to saltier.

Now he's invaded Dizzy's girlfriend, Daisy. She must be rescued and the land returned to its former friendly self.

Just can't get on one!

Fantastic Dizzy takes puzzle-solving and platform ingredients and throws them into a game to bring back to screen a unique whimsical adventure for all ages.

There are different levels, but they're linked together so Dizzy can walk freely between them. To progress, you've



Dizzy starts in the village of Zaxxon, but he'll have to leave it to go and save Daisy — the key to his love!



Dizzy is a game for all ages and abilities. If you're new to these for the first time, a joystick will appear with the solution!



Staying on the job. If he's not careful our little egg will be coffee by the red and with that line in those pants!

FANTASTIC

DIZZY

must be collected and used in the various places so some puzzles open up new areas and help the Yakkids.

For example, Dizzy's friend, Gerald, is a cool duck on Zaxxon from him in a block of ice. To get him free, Dizzy first has to find the key, place the gear on Dizzy, get fire to it with matches then put out the fire with a bucket of water. Solving this single problem involves three objects and many trials from one side of the game to the other — but it's a great fit!

The puzzles are simple at first, with obvious hints given for beginners, but the more time you spend with the game, the trickier things get.

There are other many game types hidden inside the adventure. Dizzy rides down the rapids in a barrel, bounces from bubble to bubble after walking the plank from a pirate ship, takes a ride on a roller coaster and completes a sliding puzzle for extra lives.

There's a egg counter at the end — but will it eat your food stamps?



Grab a cog wheel and the parrot to the boat's cabin before you go — always we'll tell you how to do it!



Yes, a treasure island — there's always something worth picking up in these places.

Not peaches... 'GREAT FUN BUT FRUSTRATING'



We know our friend Dizzy since his first adventure way back in 1982 and have probably reviewed every game he's played in since — so you'd think I'd be sick and tired of him by now, wouldn't you? Far from it. This latest addition to his repertoire is a right croaker.

The cute animation of Dizzy — his facial expression constantly changing and his warty-poly movement — will have even hardened gamers players hooked in no time at all.

All the visuals are excellent. Clear and colourful backgrounds scroll by and there are even different weather and light conditions! Stand in some

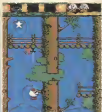
outdoor areas and it starts to rain, with sound for long enough and right folk.

There's only one problem I can see with Fantastic Dizzy: a password system should've been included. This really put me off. You can play all day, solving puzzles and meeting new characters — that's one of life's most stupid and/or best and have to start for whole adventures from scratch!

If Codemasters had included a password system, this would have easily earned a Master Blaster. As it is, Fantastic Dizzy's a brilliant game, but can easily become frustrating.

NIKE 1991





It's the king of the scrapper egg. With its sturdy legs Dizzy can reach every low platform for more exploring.

FIVE WAYS TO BE SCRAMBLED

The adventures of the little yellow Dizzy are the most colorful and colorful of any Sega game. It's a game that's fun to play, and it's a game that's fun to watch. It's a game that's fun to play, and it's a game that's fun to watch. It's a game that's fun to play, and it's a game that's fun to watch.



It's a game that's fun to play, and it's a game that's fun to watch.



Take the time to explore every nook. There are secret exits from this to choose the right one.



Complete a whole episode of Dizzy and the reward for Dizzy's life — it's a tough and you must be quick.



The walls will show Dizzy, so quick Dizzy's shell but not enemies and they're ready!



Watch that spider to catch before they find or it's left alone to the bottom again!

Robb says... REALLY PLAYABLE!



Have you ever played a game that's so fun to play, you can't stop playing it? Well, you can't stop playing it. It's a game that's fun to play, and it's a game that's fun to watch. It's a game that's fun to play, and it's a game that's fun to watch.

After all those years of playing Dizzy games on the humble Spectrum, it made a welcome change to play Master System Fantastic Dizzy. Graphics are detailed and colorful, making it a real pleasure for the eyes, and the control that theme goes around in your head for a while after playing the game.

It's great to see Dizzy still going strong. This game is as addictive and playable as any of his earlier games — a real winner.

100%



It looks like Dizzy has lost one of his precious lives.

MF Rating
Fantastic Dizzy

92 Graphics

91 Sound

88 Playability

84 Usability

Packed with puzzles, this is an excellent adventure, but it's training as time.

Codemasters
£29.99

Arcade adventure
01293 634132

87



It's a roller ride, but it's a helluva quality ride the money will be taking!

SEGA MASTER BLASTER

Desert Strike was an instant hit on the Mega Drive and many thought it would never be converted to the MS or GG. But Dornak proved us all wrong with this excellent game.

There is a hot alert in the Middle East. General Killebe, an old master, is demanding a huge rocket war on the rest of the world. It's your job as a professional helicopter pilot to stop this nutcase and his evil army of tanks.

Desert Strike's spread over four levels full of tough missions involving flying skills and military strategy — plan how to destroy targets without being blown out of the sky yourself! There are four or five missions per level which must be completed in the right order.

Missions involve destroying enemy radar sites (this is vital for communications), bombing airfields, repairing airbases (for tactical information) and finally blowing hell out of Killebe's hideouts, bringing him to justice once and for all.

Just deserts!

It may sound pretty straightforward, but lots of nasty traps lurk in the desert. Scattered around the sand-filled wastes



Once you've been here, you'll never look at their flying paths the way they used to be dropped off at the landing zone.

DESERT

are pits and mine emplacements, which need to be avoided or destroyed before you proceed into the danger.

When Desert Strike's passed, your strategy is evaluated as a percentage score. This score also keeps track of amount you can fuel repair, which can be topped up by collecting spare containers around the desert. You can also reuse crashed troops from the mercy of Killebe's last soldiers by watching them up in a similar fashion.

To access other levels quickly and easily, you're given a password which takes you straight to the start of the desired set of missions. These passwords differ, depending on who saves, lives, ammo etc. so you can build on previous scores and enjoy that satisfaction too!



Blowing up a small building will leave a giant crater in the sand, you can sometimes find power-ups here.



Tanks, missiles, radar, soldiers and power! This stuff is to be avoided in the game — just the real deal!



Don't start your first mission out in the desert. Be careful not to bomb the ship!

IT'S A P.P.S... LIKE THE MD!



Desert Strike was a real success on all other console formats, the Mega Drive game selling the best! Indeed, The Master System conversion has almost everything the 16-bit original did. The key thing that's missing is the way you could spray bullets around, but that's hardly essential, is it?

The graphics, presentation, sound and gameplay are fantastic. You can hardly tell the difference between this and the Mega Drive game. All the missions and objectives are here — there's even a detailed intro sequence telling the story, complete with animated characters.

The thing is, I was never a fan of Desert Strike. I'm the sort of person who likes platform games with quirky characters and addictive gameplay. You've got to sit down with this game, read all the instructions and plan your moves carefully. This isn't a bad thing, though some people prefer strategy and unpredictability.

If you're a good fighter that needs a bit of thought, Desert Strike is for you. It's set to be just as successful as the Mega Drive original. Well done again Dornak and The British programming team.

ANDY BRY

Rob twiddles... A GREAT CONVERSION



The world would be a better place without the cold machines running around, threatening to take over the world. There's one already here: Desert Strike's the story of a soldier in the Middle East who, along with his army and detachment of guerillas, plans to destroy the world. Everyone's counting on you to save it, by guiding your well-armed helicopter through the desert, completing mission after mission to finally kill the loony.

Desert Strike was really popular on the Mega

Drive, its original control method a breath of fresh air for shoot 'em-ups and flight sim fans alike. The Master System version is exactly the same in substance, gameplay and level layout.

The helicopter looks cool, as does the scenery. The enemy sequences are impressive — plenty of detailed static images to drool over while you're having a break. The fun may lie in a fourth level, but the explosive sound effects are great.

Desert Strike's a superb conversion from the MD, with enough cool gameplay to keep you twiddling buttons for some time to come. **80% PPA**

STRIKE

Mad Marines

You can select any of the five Marine aviators in the Master System version of Desert Strike. They all come along with you in the helicopter and help out with navigation, fighting and rescuing prisoners. It's important to choose the right one for you in they offer an different combat skills.



It's all over for the crew of this helicopter. They didn't succeed in their mission because they're on fire!



Pressing Pause calls up the map and status screen in the game. Handy for finding those elusive refuels.

Spot the difference!

When you played Desert Strike on the Mega Drive, you probably believe how similar to the Mega Drive game it is.

Can you spot a hint at the similarities below? The one on the left is from the new Master System game, the one on the right is the same scene from the Mega Drive. Or, you can the other way around! We'll let you decide.



That says real people
succeding at Desert
Strike is back of fact

MF-Rating

Desert Strike

85 Graphics

82 Sound

90 Playability

82 Lastability

A shoot 'em-up for the times. A brilliant conversion of the MD MegaDrive gem.

Domark
£29.99

90

Strategy/shoot-'em-up
or 011 710 2222

Cosmic Spacehead

Codemasters certainly know a good game character when they see one. The people that brought you such heroes as Dizzy and Big Nose the Caveman now introduce Cosmic Spacehead!

On dear things look grim for Cosmic Spacehead: the new Sega Game Gear character to stand up there with Sonic the Hedgehog, Minnie the Tux and the others.

With a pleasant nod to an old-time word called "Giz", he arrived back in the home planet of London, excited and anxious to inform fellow space bums of his wondrous discovery when he realised he hadn't brought back any proof.

Poor old Cosmic will look a right fool if he gives his report empty-handed and what's worse, there won't be a heroic welcome. The only thing he can do is return to Earth and take delightful photos of the uncharted planet. The main problem for our little hero is that he only has one Lindolator and no means of transport.

Space crazy!

It's your job to guide Cosmichead through three main stages on his way to Earth — Lindolators, Doremas and the Space Station — each with its own set of smaller levels. Guide Cosmic through these stages while interacting with other actors and using objects that help his task.

The hero controlled using a joystick and D-Pad.

meant to do all 3 in one move. Cosmic and other characters can also use Move, Look, Shoot, Give and Take and objects to form sentences.

Each location has tasks which must be completed before you can continue. On the planet Lindolator, for example, Spacehead finds mainly a passion and Interocean. Later he has to stop rogue robots causing a bit of a rumpus at a Defence facility, while in the Space Station he must top up in space port's tanks — but doesn't have the right currency to buy fuel.

There are all kinds of sub-games to complete every day, including an excellent racing simulation to win a special prize, Cosmic.



Some of the platform levels are tricky — but Cosmic doesn't look worried!

ROB 84% It's about time a new main stage on his way to Earth appeared on the Sega. The light of a blue flash pronounced was — although enjoyable at first — getting a bit tiring. The recent addition to a party little character by the name of Cosmic Spacehead.

For a change it's not a case of cool fans in a slow platformer that takes you a day to complete. Cosmic Spacehead's an originally like-out arcade adventure — another winner from Codemasters.

Using the point and click controls is enough of that, it takes practice to get used to the layout and sometimes convoluted but it's a fine well spent frequency to a wonderful. Bursting with colour and good animation. The sound FX and music are bubbly and, most important, don't irritate the ears.

It's great to play a game with a new character, originally and enough depth to take your mind off the blue epoxy cool!

NICK 86% I've already raved about the Master System version of this great game and the Game Gear version is exactly the same! So I won't ramble on again.

Except, to say I had to suffer one of those terrible crash journeys recently. I took along a copy of Cosmic Spacehead for my Game Gear and became totally engrossed. When I looked up from the screen, I'd arrived at my destination (the Love 'N' slot in London). The hours had slipped by.

This just goes to show what an addictive game Cosmic Spacehead is. Get it now!

Cosmic has lots of sub-games which add variety and keep gamers entertained!

It looks like we're keeping the Sega adventures awake at 3am for best I think.



Strange rain paintings and a personal post-up — what will Cosmic use these for I wonder?

Cosmic Spacehead		85
Codemasters £24.99		
86	Graphics	Probably selected from the Master System game list for the general public.
85	Sound	
83	Playability	
80	Lastability	
Adventure		0800 814132



Between games there's a detailed map to show the whole game — it's huge!

Cool Spot



Cool Spot is not only a big star on the Master System, he's doing his bit on the Game Gear too. Take a look at this cool game...

A it is covered with its mascot hero on the Sega Game Gear *Cool Spot*. The blue-roofed Florida home town populated by an insane villain that blasted Why did he happen to prove the spot? Well, it is a spot, so it's not these wonders about a poor idea at.

The coast of this particularly easy riding is for Cool Spot to wander through enemies about his levels and gather enough coins (the spot) to live his name.

On the way he uses his football on one turn trying to stop his hand from reaching his goal. Cool Spot's enemies are not simple, but they make enemies and many other stepping being and shoot my characters.

Squeeze 'em hard!

To complete each level a number of boxing spots must be collected to see the happy ending act at the end. The bonus give extra



Give the bottom, he is shot at the ring and your make it free!



One, that means they could do our favorite character damage.

ROB 88% Sports, sports, sport before my eyes! The reason I've been playing this new Game Gear spin, *Cool Spot*. Unlike other platformers on the GG, it keeps you glued to the ring screen for ever.

This is mainly because of the star of the show, a big red spot with brown and sunglasses who wanders through a succession of cool but tricky stages to save his sporty friends. Guide the plucky dude around the hazards, picking up spots and bonuses to keep him at peak condition.

Cool Spot's perfect for the GG. The main spots a way to control and each level a challenging enough to leave you playing. The graphics are great, pixelating detail has been added to Cool Spot and the arena backgrounds. The music and sound FX are a bit tame but not it spoil your enjoyment.

If ever there was a game to show off the GG, *Cool Spot*'s the one — it's original, enjoyable to play and great to look at.

controls to wrap out the mission, options top up Cool Spot's energy bar and Virgin coins give bonuses.

Game Gear *Cool Spot* combines original graphics with equally original gameplay. Levels are set in a wide range of settings. There's no red blood, which resembles some thing from *Baywatch* — the dangers of a job done tonight.

Colled 23 more than the expected number of spots and you enter a bonus level which involves jumping from balloon to balloon and collecting lots of lovely bonus points.



The bonus level is there are silver and straight to the point!



You could don't waste that I laugh in your face and risks to your quality to our shorts!

NICK 92% It is a great little stage, the Cool Spot. He is the side of a brand new platform game and is set to rock the world with his chunky antics and addictive gameplay. The Game Gear version looks just like the Master System game — highly colourful levels packed with wild, wacky characters and lots of attention on the main star.

Unlike many platform games I could mention, *Cool Spot*'s quite a challenge for superbly good gameplayers. In most games, you can just rush through each level, defeat the boss and be watching the end sequence before you know it. You have to be a lot more careful where you put Cool Spot's also one sneaker, as there are all kinds of obstacles set to get his and lots of water hazards to care of — spots can't swim, you know!

All this plus fuzzy bonus games and thick level layouts make *Cool Spot* a game you'll be proud to have in your own collection.

Cool Spot		90
Virgin £24.99		
92	Graphics	A fantastic platform game with some of the coolest visuals ever to hit the Game Gear
88	Sound	
89	Playability	
88	Lastability	
88	Picture	

☎ 01 800 2266

Micro Machines

These Micro Machines may be tiny toys but they make one big game. Packed with playability and cool graphics this is a winner!

Micro Machines is a wild and wacky racer with a difference: its vehicles are half the size of a matchbox and you drive them through extremely tight courses.

12 unique characters from the list of eleven are offered, each with a different degree of racing skill, then compete against three computer-controlled players.

First take part in a both sub-qualifying race. Win this and you're through to the proper game. The 21 varied levels allow you to continue

youry bonus in the top seven level. Add around a third of it in a racing slip. Dodge nails. Gas and oil in the workshop and even by a tiny helicopter in the garden level.

To qualify for the next race, you have to be led at second gear. The chequered flag signals your end and you lurched a bit and head up again. What you see is a garden full of races. You enter a bonus round in which you tackle an obstacle course course with a little time to waste on extra life.

If a one-player game doesn't suit you, grab a friend and battle head in the head-to-head. To score points, speed ahead of your opponent so to disappear off the screen.

Size isn't important — speed is!



These tracks are really tough. They'll go over all kinds of terrain — but not water!



Around the beach these happen really more and add an every corner.



The oil slicks will send you into a spin if you drive through them.



There are lots of characters you can select to race against in this cool game. Here's just a small selection.

NICK 91% Micro Machines is a real favourite of mine (well, it should be!) but this really has been converted to Sega systems. The tiny vehicles you race around and dodging it looks are borrowed from Gopher, it says. This is what makes Micro Machines so original — where else could you drive an a breakfast table or chess set?

Codemasters have done a great job of squeezing it into the Game Gear. All the graphics are smooth and slick, packed with colour and animation. Players choose from a wide selection of competitors who all have strengths and weaknesses.

If you're a fan of racing sims, you'll be addicted to Micro Machines from the word 'go!' It's extremely fast and has lots of variety as you'll never get fed up of it. The 21 tracks can be played as a one-player challenge or two-player tournament, using the Gear-to-Gear link.

Either way, you'll be playing this baby to the ones come home!



The sports cars in Micro Machines give the fastest and most action-filled races.

ROB 89% I was well impressed with this little racing gem. The Mega Drive version was packed with playability and this is an almost exact copy. I particularly like the characters you choose at the start of the game. Thanks to some of those look anything like me — lucky for them!

It's a real novelty to race around a breakfast table, complete with cereal packet, juice and orange juice when you'll see the cars down — it's always hampered by other vehicles, though — they push me off the table on the first Oh, yeah it was a better game/player!

Micro Machines is the sort of game you'll come back to again and again. Thoroughly recommended.

Micro Machines		90
Codemasters		
£27.99		
92	Graphics	
89	Sound	
91	Playability	
90	Lastability	
Facing		A fantastic racing game and 100% original. Got it now!
		0 825 81432



ILLUSTRATION: BARRY PETERSON



Leap onto the balls on the right, then shove as a platform but don't wobble, you never fall off!



When Mickey encounters a snake at the top of a level, he'll throw an apple to avoid being eaten.

Land of Illusion Starring Mickey Mouse

Everybody loves Mickey Mouse with his cheeky cheesy grin and fixation with the beautiful Minnie. This Game Gear platformer is his latest adventure.

Money dried off while making a book and ended up being transported to a magical world. But it was nothing like the colorful pictures in his story book. The sky was dark, the grass grey, the landscape washed-out.

A young girl Mickey met in the nearest village explained the disaster. A colorful spot he had reflected the jewel which gave the kingdom its magic. The books revealed a path for him to find the jewel. On way with the girl and return the jewel to its former appearance. You're getting it — Mickey couldn't wait.

Guide Mickey through 14 fantasy-themed levels, dodging enemies and looting the castle. If you've played the MD game *World Of Illusion* you'll spot a couple of familiar features: the gems which change out power-ups and gear items which speed you through platforms.

Platforming stages are fairly straightforward. Move from left to right, bottom-activated bad guys. Expect confrontations with enemies, bear gifts and so on.

In the underwater section, fish can't be fed, but can be eaten. Either swim around them or lob the nearest object in their path.

Your goal is to locate magic portals, which are the key to secret doors. Find the final portal, the dark, and your route to the end level becomes clear.

The dark pits puzzle elements in their solu-

tion. There are loads of jump-ups, too. Bounce boulders to reach chests or fling them at enemies. Good blocks are used as stepping stones, while springs help Mickey over high walls. A shrinking potion allows access through gaps. A rope helps Mickey scale mountain peaks and bridges, and light on otherwise obscured levels.

The spectacle has led a leg of ticks and logic for unsuspecting gamers. He knows you're coming to dinner. Make sure it's not you who ends up in the soup. ■



MAT 89% YES, it was worth the wait. Along with *Samurai & Land Of Illusion* surely rates as the top licensed platformer game. It's surprising that a game in the 80s tradition is overlooked (though smiling). Each level is packed out with light, colorful colours, but there's time to stop and stare, because artful and excitement are not-up as Mickey bounces through this wondrous level.

My only gripe is it's far too easy and had little trouble completing it in a few hours. Unlimited continues make the going easier still.

Wacky levels, clever creatures, secret passages and striking platform action are what this is all about. A definite purchase.

ADE 90% Land Of Illusion's more expensive than other Game Gear carts from Sega. That's because it has more memory — 4 Megs in fact — and it shows. The graphics are excellent. All sprites are highly detailed and animation is excellent, with some apparently missing character models. *World Of Illusion* — they wouldn't look out of place on the Mega Drive.

As for the ease with which to be, you won't bust a gut completing it, but it presents a good enough challenge, and with a game as playable as this, who's complaining? One of my favourite GG games so far this year.

Land of Illusion		89
Sega £32.99		
90	Graphics	A wondrous platform and puzzle game. One for your next purchase.
85	Sound	
88	Playability	
78	Lastability	
Platform		Contact 0381 251888

The Addams Family

The stars of the hit 80s TV show burst onto the Game Gear just in time for Christmas with an addictive new platform game and some spooky goings on!

If you're familiar with the classic United American comedy series, not forgetting the two recent films, you'll welcome The Addams Family in the Game Gear with open arms. It's full of uncharted waters, casual sports and treasure to find, while leading off a constant bombardment of strange monsters who haunt these places.

The main character in this particular adventure is the young sophisticated Gomez, the head of the household. Poor Gomez has the unfortunate task of seeking out the hidden members of his family by wandering the huge mansion and its accompanying secret caves and rooms.

Each room represents a level you must guide Gomez through a succession of rooms in order to rescue members of the family, who are held by end-of-level guardians.

Crazy collectables

To help Gomez on his way through the maze of rooms, collect items to keep him in top-top condition. The more collectables you use, the better, which explains the energy.

Need any fancy items such as coats, which enable you to move faster, awards to defend yourself with and a very fetching tie, tied with a

propeller? It helps you reach literally inaccessible high areas.

Gomez also is needed when in possession of such items. If Gomez enters combat with a rogue wood fire-eating plant, swinging only rarely in any of the other fearful creatures, the same too!

The collectables include underground caves, hot flames with fireballs and a stormy full of emotional tears and jumping matters. Once you've found the family, you have to hunt out the treasure to complete the game and save The Addams Family from extinction.



Great! Meet Addams Family mansion. Gomez's wacky sporty by accident!



NICK 74%

The Addams Family have appeared on every home computer and console format imaginable so it's about time they appeared on the Game Gear. Their game is a platformer, yes, please, especially where the player controls the head of the family, Gomez.

All the visuals look wonderful on the small screen, with detailed animation and bags of colour. The platformer is just too flaky to jump around, though. Gomez's movements are awkward and there are many places where a single wrong move loses you a life.

That's not only a wobble with The Addams Family. If you have the patience to persevere, there are lots of cool levels and great (personal) things to discover on in a Macabre manner.

I don't know whether you're sick and tired of platform games yet, but they need to have something really special in store out from the crowd these days, unusual level designs are the best feature here. The Addams Family's not the easiest game to play so be warned!

R08 88% Beware! The greatest family is America to live on the Game Gear and they're as weird and wonderful as ever. The game is set around their mansion, in which not Gomez must rescue the captured family from a fate worse than death: the loss of their family home and fortune.

The Addams Family's a platformer near through spooky rooms and grounds inside the house. But before you cry: Not a another platform game! I must tell you it's wonderfully original with plenty of cool graphics, fun and funny as you make your way through the levels.

The visuals are among the best features. The main sprites are big, clear and beautifully detailed. Scoundrels, the theme from the classic TV programme is here in all its tuneable glory.

This is the type of game you should be playing on your GG, it's original without being too clever and has plenty of playability to keep your hands glued to the controls.

PlayStation

This game is about as close as you can get to Gomez's head!



(Left) You can see the water from the top of the greenhouse in the cemetery.



With changing scenes by traps and ghosts 'n' goblins everywhere it's probably best to play here.

The Addams Family		81
Acclaim E27.99		
88	Graphics	
78	Sound	
62	Playability	A good-looking platform game with some fairly playable, but still playable.
76	Lastability	
Platform		= 071 344 5000



A leap for joy as Gomez makes up some points in this great platform game.

Wolfchild

Wolfchild was originally a MEGA-CD game which never really took off, but on the Game Gear it soon became a howling success!

Things aren't going well for Saul Morone, his father's been kidnapped and the rest of the family slaughtered! But the solution is facing the 7 revenge 1 pack — Ade! Saul's dad is a genetic scientist and in his latest venture, Project Wolfchild, he's combined genes from intellectuals and various savage animals to produce creatures with increased strength and amazing psychic abilities.

A sinister organisation has rigged up on the project and plan to take over the world using a new superhuman race. The organisation's leader, Karl Green, sent an assault squad to the scientist's lab to steal the plans and equipment.

Play out loud

On the actual home front a short sequence 'Saul finds the trail of destruction' shows revenge the young whippersnapper makes the boss decision to step into the examination chamber. He gets chance of defeating Green and his henchmen is to combine two one of his father's genetically engineered creations — a Wolfchild.



You don't play on the Wolf Gear as such. The playing area is split horizontally and vertically as you leap from platform to platform, shooting and guys and collecting power-ups.

In tunnel form, Saul can only punch enemies. These take the form of huge rotating pillars and numerous guards. If Saul collects the Wolf Gun, he transforms into the man-monster and can shoot bullets.

Eventually you come face to face with Green himself. Triumph in this showdown and did you mean Project Wolfchild's a howling success!



The small screen graphics are just as impressive as the MSX and MSX2 ones.



Even one of the tunnels, hiding from the monsters — what a relief!

ADE 76% The new GG version allows me to access the Mega-CD Wolfchild's a pretty poor effort but the result is a decent version of a decent good game. It's still the handheld and it's a good conversion of the CD game.

Graphics aren't mind-blowing — a lot easier in places and colour is sparse — but they're atmospheric, well detailed and move well. Talking of animation, the main sprite has his fair share to run, leap, crouch and thump like a good one, and the transformation from man to wolf is pretty nice.

There don't appear to be so many power-ups in this version, particularly in earlier levels. I only located some energy and gun-like items, plus a small bottle or two. That said, it's a case of a lot stronger than the Mega-CD version. One of my favourite features of the CD game is that if it takes a bit longer than that to complete the handheld version.

The sound is okay but nothing memorable — a reasonable file size, spot FX and nice themes add to the appeal.

As Wolfchild's a good platform shooter, some may find it easy and overdone, but I reckon it's worth a try.

STEVE 81% I used to be a werewolf but I'm still right about what it comes to! Fast and furious about a top action hero in the very first whip-around level there are plenty of enemies to take a pop at and power-up pellets — you find yourself in the thick of the action from the start — go!

Presentation is excellent, with a beautifully low-free password system and choice of difficulty settings, while the graphics are nothing short of impressive for Gameplay follows the tried and tested 'explore everywhere while killing everything' style, and only the — (weak warning) — 'mission' detector is slightly suspect (jumping enemies can be activated as you appear to deliver a satisfactory upper-cut without actually landing one on the chin).

Despite this minor niggle — you'll never work out the optimum striking distance — Game Gear Wolfchild is an engaging little, with plenty of neat touches and loads to see. Final of your questions don't always appear as clearly as they really are (even in cheap's 'climbing, perhaps'), but the password system keeps frustration to a minimum. Worth checking out.

When an enemy power-up is collected the boss changes into a werewolf with more abilities and powers.



Yes, there's a big hairy spider! I wonder if it's going to catch his teeth like our hero? Plan, punt!

Wolfchild		79
Virgin £27.99		
77	Graphics	Better than the Mega-CD version. A good platform shoot-em-up.
71	Sound	
75	Playability	
78	Lastability	
Platform		011 888 2355

MASTER MARKET

You put that liver back in your pocket young 'un! Don't you even think about buying a new game without checking out the SEGA MASTER FORCE Market first. Here, we've listed all the games that are worth looking at. If it's not here it ain't much cop!

Arcade

Take-up conversions and stand-alone games make these cars the most exciting-packed crowd. We describe and review. We in Virgin's compilation, here the best staying power.

1. 4x4 DRAGON (M) 87%
SEGA £29.99 Tel 01 761 2200
 Three updated versions of White Dinosaur Concepts and British Ore are weak individually but together form a grand package, especially for the newcomer. Where else can you get games for £29 each!

2. BACK TO THE FUTURE (M) 87%
ORCA £29.99 Tel 01 761 2200
 Racing, fuel tanks and two playable vehicles make up the game's highlights. Crude, funny graphics and lightning gameplay put it truly in the past.

3. THE CLIMBERS (M) 87%
QUANDARIUM £29.99 Tel 081 688 7099
 As Fred goes the long route, there is the leaping shy (and surprised!) and rescue. Packed. Being gameplay has received by its name for crash-in-car graphics.

4. THE 13th FLOOR (M) 76%
ORCA £29.99 Tel 01 761 2200
 Under a time limit, you'll be trying to solve over a dozen puzzles, and you won't measure. Crude graphics and vague gameplay but not too few leads.

5. THE 13th FLOOR (M) 77%
SEGA £29.99 Tel 01 761 2200
 As Dr. David, work. Create through the levels of Old London. Spooky graphics and music is too subtle, overrated conversion. See you again!

6. THE 13th FLOOR (M) 76%
ACCLAIM £29.99 Tel 01 761 2200
 The classic arcade machine comes to life, complete with sound and graphics. It's possible the most stable and solidest games ever to reach the Master Market and includes some amazing digital screens. Britain.

7. THE 13th FLOOR (M) 85%
ORCA £29.99 Tel 01 761 2200
 Basically the old line. For most PCs, it's a fun and great, speed-up action, especially music and art settings. Another over-up graphic but slight gameplay.



8. THE 13th FLOOR (M) 47%
SEGA £29.99 Tel 01 761 2200
 Your job from retired and you can proceed. It's, however, fun and somewhat whimsical as though the puzzle is impossible. The graphics are nice even for the price for releases later.

9. THE 13th FLOOR (M) 87%
SEGA £29.99 Tel 01 761 2200
 Come on the screen as you head for a crime boss's hideout headquarters. There's a smorg of music and weapons, cool tactics and good UI. Truly exciting gameplay, a classic time-waster.

10. THE 13th FLOOR (M) 76%
LEGEND £29.99 Tel 01 761 2200
 The Master's cunning tactics again, but the new version is fun as well as exciting. Some of the other gamblers are unfairly tough for the action, engaging enough. At its best, you can buy.

11. THE 13th FLOOR (M) 85%
ORCA £29.99 Tel 01 761 2200
 Several of Sega's other titles have gone missing — including Sega's infamous 'The 13th Floor' — but this game is the one that stays and most other titles are less engaging. Graphics are solid, packed but the rest of the game is difficult to control and the game is too slow.

Arcade Adventure

Perfect for those who want to use special parts of brain and digital dexterity. Prince Of Persia sports the best 3D animation ever.

1. PRINCE OF PERSIA (M) 87%
SEGA £29.99 Tel 01 761 2200
 The hero's journey to his clan. Orbits are on the way in. There is no reason that you should waste. Goals! Each one can be played as Action or Orbits, which alters the features and features, making an absolutely fine time. Different characteristics to direct features and solve various puzzles. Graphics are strong. Gameplay is the same characters, slightly a bit slow and there's a lot of slow — but.

2. PRINCE OF PERSIA (M) 87%
ORCA £29.99 Tel 01 761 2200
 Sega Masters are making a mistake to compare the world to only the best. It's not like the other. Background and camera control is just what the MD just PC. It's worth looking at.

3. PRINCE OF PERSIA (M) 87%
ORCA £29.99 Tel 01 761 2200
 Packed with puzzles, this is an excellent adventure game, but can be frustrating as some of the puzzles are too difficult. The game's story is there, but it's not a very good one. The game is not a very good one. The game is not a very good one.

4. PRINCE OF PERSIA (M) 87%
LEGEND £29.99 Tel 01 761 2200
 What is an RPG? It's not an action game, but it's an action game. It's not an action game, but it's an action game. It's not an action game, but it's an action game. It's not an action game, but it's an action game.

5. PRINCE OF PERSIA (M) 87%
SEGA £29.99 Tel 01 761 2200
 Prince of Persia is a game that is a great and the graphics are quite in. It's not a very good one. It's not a very good one. It's not a very good one. It's not a very good one.

6. PRINCE OF PERSIA (M) 87%
ORCA £29.99 Tel 01 761 2200
 Graphics and sound are impressive, but although it's fairly easy to play, it's not a very good one. It's not a very good one. It's not a very good one. It's not a very good one.

7. PRINCE OF PERSIA (M) 87%
ORCA £29.99 Tel 01 761 2200
 Less than and more, too through near-very slow. Action pressure play and fast with graphics — when you find the controls. You can't lose or you can't lose. It's not a very good one. It's not a very good one.



8. PRINCE OF PERSIA (M) 76%
TECHNOLOGY £29.99 Tel 01 761 2200
 Once again, The Prince of Persia is a game that is a great and the graphics are quite in. It's not a very good one. It's not a very good one. It's not a very good one. It's not a very good one.

9. PRINCE OF PERSIA (M) 87%
ORCA £29.99 Tel 01 761 2200
 Spelling game as if it's not a very good one. It's not a very good one. It's not a very good one. It's not a very good one. It's not a very good one.

10. PRINCE OF PERSIA (M) 87%
ORCA £29.99 Tel 01 761 2200
 From the original arcade machine comes the best game ever. It's not a very good one. It's not a very good one. It's not a very good one. It's not a very good one.

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Barbecue-eat!
The game will certainly be a hit. It's a brand-new game that's sure to give you a new perspective on the classic game of *Jolly Jungle Japes!*. It's a brand-new game that's sure to give you a new perspective on the classic game of *Jolly Jungle Japes!*.

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James Pond

James Pond has been the star of many console games and this is his latest offering. He started out life in a simple Amiga game but shot to fame on the Mega Drive with *James Pond Codename: RoboCod*. This game has gone on to be a hit on all Sega formats.

When Pond destroyed the despicable Dr. Mysterio's rocket pod to take over the world in his last adventure the megalomaniac vowed to get his revenge. His ultimate revenge gadget is now plan — to control the world chess market by wiring the moon's cold vents of the gravity stuff. All he needs is an army of droids, but loyal followers to exploit. After placing an advert in the *Veritas Times*, offering more chess than they'll know what to do with, he gains a willing force of about 100 men from Flat City. The secret agency F.I.B. in uncovering his plans and sends Pond to save Earth yet again.

East of Eden!

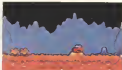
Pond begins by drifting through the many old buried ruins of the moon's surface. Initially his quest is to reach the Steam room on the west side of the moon. Along the way, his objectives are to rescue the F.I.B. agents captured by Mysterio's henchmen and destroy the chess master, before the whole scheme can be put into operation. To complete each level, Pond seeks out Dr. Mysterio's communication beacons and destroys them before they relay information back to the dusty Doctor's moon-headquarters.

The moon surface has many weapons in store for Pond. In a section that only a supreme athlete can overcome, Pond makes a fairly decent go at it, but has more speed in his boots to scale the many huge mountains that form the lunar landscape. But watch out, remember the other side. Pick up too much money, and our favorite special agent will get into a whole heap of illegal robot mayhem. The Doctor is given his really fancy variety of weapons to keep Pond on his toes and they're not afraid to using them. They'll hurt bombs at first, use their armor to ignore 60- and ambush Pond at every opportunity.



James Pond's Chessmaster's crownlands!

3



(Left) Use the red brick blocks to get that high into the air.
(Right) Break the eggs to gain from this a little bonus to gain a powerful body feature.



(Right) In later levels the red fire eggs from their tanks, watch out when they hatch!

(Below) James isn't jumping for joy, just think!



What would a platform game be without the inevitable swamping platform?



Shut your eyes and count to ten.



That results at the instant once it jumps them out.

(Top left) A special Piggly for James (the generally mobile) (Left)



(Right) Flies through the air with the greatest of ease!



Use the communication between to mark your progress into the game.

MARK 82% I've been a big fan of the Portal games for some time and while this may not be necessarily Valve-like in how it's still packs a punch that most games can only sit back and enjoy.
Being fantastic for the third time has its fair share of critics, with all of the levels and rather tricky obstacles to overcome. It adds in the bonus and rather tricky obstacles to overcome with just the odd fortitude with the Portal game which was the first in it again starting up and some hills of high scores with Good and Good CD also released this month. It does seem that performance are good for some, My strategy is Jump Portal 3 - Learned to go and learned to go!



It's an old of the world MA



The most wonderful that ever came out the Highway Code.

Fond power

Lately for us, *Fond* isn't the F 15 H agency's top operative for nothing. Here's a master of all the martial arts — check out his mean left hook for starters — and with leaping powers like his, it's not surprising he's often mistaken for a flying fish.

On top of this, *Fond* can speak over a dozen languages, including dolphin, and even alien. How this will come in handy is anyone's guess, but it's nice to know.

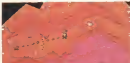
F 15 H agents have left a number of weapons stashed around. These include a parachute umbrella that breaks long falls, darts to blow up even the toughest code in, and traps to vanquish irritating objects.

Fond's grand prize is Admiral Malibu, founder of F 15 H. Though lessons provided by other agents, it's important to take notice of what the old war-bird has to say. He makes it a lot easier by warning of impending danger and assisting when it's all over.

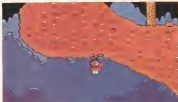
There are loads of levels and lessons to preview. *Fond*'s got his hands full in this one, he's all prep that he does it and up to his fingers on the Captain's chair!



(Above) *Fond*'s parachute umbrella lets him float like a cork.



(Above) *Fond*'s map is better than a plain ordinary map.



(Right) You can get a little bit of a head start with a laser to the head.



James checks out the final level's boss.



(Above) *Fond*'s anti-gravity boots are much better than Nike's.

(Left) Members of the F 15 H team are always on hand to give advice.



James Pond 3 is a real gem.



Another gorgeous environment shot.

STIK 84% I never ran the risk of playing a *Fond* game before, although I'd heard that anything about the game in his own mouth was the best. He's right. For once, though, he's right — it's really in a great platform game.

Yes, there are a lot of *Fond* fans, but the different levels and *Fond*'s own set of unique abilities (you know this by now) are what make it a departure from just another platform game.

The graphics are great — they may not look like the best of the best, but they're going to stay that way for a long time. *Fond* is a great game, and it's a shame that it's not on the list. Buy *James Pond 3* now, you can't go wrong.

I'm serious, the best of the best is not in the list. Buy *James Pond 3* now, you can't go wrong.



James Pond 3

EA
\$49.99

80 Graphics

75 Sound

89 Playability

86 Lastability

83

A thoroughbred amongst platformers. *Fond 3* is the real deal.

Platform ☎ 8763 648442

General

The Mega Drive isn't just all about bouncing hedgehogs and zapping shoot-'em-up space ships. There are other game genres to explore too. Electronic Arts added to one of those with *General Chaos* — this is WAR!

General Chaos and Havoc have been at each other's throats for years. They control the armies of Moronica and Viscera and they're both as mad as a hatter—well, it was merely a man of words until a tragic incident brought the two nations together on the battlefield.

During a routine missile test on Moronica land (General Chaos's country), the chief co-ordinator was recovering from a wind strap night when he mistook all the dross in the missile as coding to the letter 'G'.

When the missile fell the ally, instead of landing for a rusty tank full of nits as the night wind swept into the atmosphere and came down in the middle of Viscera's capital market.

Apart from killing 200 tankists and 30 centurions the chess rooks of the blast straggled the remaining tanks. They'd drop dead in the field at the latest whimper of host! Unfortunately the esteemed old General Havoc and he's put his army of battle veterans ready for a scrap.

Head-to-head... to-head-to-head!

Exit storyline stage left, enter human players versus. It's you pit-its against Chaos or Havoc to victory by fighting through various scenarios.

until you're close enough to take on your rival's capital city at the edge of the game map.

Before you both warriors decide whether you're going to fight alone or enlist the help of up-to-three allies. *General Chaos* is compatible with Electronic Arts' new four-player stable and may work with Sega's multi-player. Top thing (it's yet to be decided) opening up head-to-head and team game possibilities increasing playability and flexibility.

A Road Camp training option stars a fair some instructor who banks out an ally's guide to the game. Keeping you fit enough as it leaves enemies killing mistakes.

When you're through the options manual decide which area of the map you're going to invade first. There are 16 sectors of territory.



Wear up that safe to grab more dross, but don't run into the barbed wire.

By Neil Parkes

Chaos

with comical wiles such as spinning mines and Nave the Supply Depot (most chaotic-some), but they're not just named for laughs (page 86).

If a creek or lava mentioned, your battlefield contains water or mud, which slows you down and buries you open to attack. On the upside, walls, houses and tanks provide good cover.

A, B, C, easy as TNT

For each level you enter, you have the choice of three fire-ner beams — Assault, Strike Force and Destroyers — and a Commando too, all of whom use various combinations of machine guns, grenades, bazookas, TNT and flame throwers.

Fire-ner walls are controlled via a joystick and click. Interacts: select a soldier with [C] move the cursor to the desired spot and press the Magic [B] button. Your life meter runs to zero when you die. When you press [A] at your soldier's fire and depending upon the stage and power of their weapons, you hit an enemy or mine and leave yourself open to attack.

Since there are only two men in a Commando team, you have direct control over them. They're still saved one at a time but pressing [B] calls the same soldier to join.



To boost points, Chaos's team should break Hovee's water tower.



The team selection screen; each side has a selection from five weapons.

The 'Q' and 'W' pointers cut the position of each soldier.



The rebels attack the alien city. Gang warfare at its best!



Here they are, the main men, Generals Hovee and Chaos. The latter breaks out instructions at Boot Camp (below).



PAUL 90% What a refreshing change — EA allows a developer's partial, but that there's anything wrong with that low budget, budgeted and limited time, but when they turn away from the spending low after they've had a nice big year out, they produce starting products. *General Chaos* is no exception.

The old concept of war was in its last and best of days to walk through it all over you. Has been finally broken out of the window is replaced by heavy. *General Chaos* is a strategy game which has had in many a reprint from our beloved Managing Editor 1988, what does there have? He's a Developer-Owner world!

Judging by the screenshots, you can be forgiven for a lack of attention. Graphics aren't the game's strongest point but they're adequate and the action doesn't slow down or become confusing when there are sprites duking it over the screen. The sound, however, is excellent, with loads of speech, cutscenes and good use of spot effects.

All take second place to gameplay. *General Chaos* is easy to get into and hard to put down — and that's only against the MD. When you challenge human opponents in either a league of his own — it's tempting to say it's the best multi-player game on the Mega Drive.

No prizes for guessing I love *General Chaos* to bits. If you don't buy it, you're so mad as a molar.

► In buddy

These control like some getting used to — it's combining to about five independent agents in the heat of battle — but a few skirmishes in *General Chaos* should be enough to size it.

Convoy and combat

Now you've got the basics, you feel more at ease... don't you? And you'll feel even better knowing that *General Chaos* can be called to arms virtually instantaneously.

The last time is that they're listed at half fee and after you run out, most soldiers are gone unless you walk sufficient points to another mode. (See: Points are awarded for using any unit and completing special missions which flash up on soldier status screens.)

Occasionally two opposing soldiers meet face to face and disappear in a cloud of smoke and flashing lights.

When the last soldier they see punch back and bleed money to drain each other's energy and prepare their own. (Basically, specialist weapons which opponents are down to their last segment of energy, they sometimes get out a concealed pistol.)

A soldier's work when it takes a report out. The main objective is adjacent piece of territory and battles rage until Chaos is Hanged a battle which and conquer the other's capital.

(*General Chaos*) *General Chaos* is a new breed of real-time game and it helps step away from the usual strategic war. It's not the most realistic or historically correct genre of the game, but it's definitely the funnest.



These guys are clomping at the bit at the start of a new phase of territory. The first shot has yet to be fired...



ADE 85%

Exclusive Arts are recognized for quality software. A lot of it is a sporting game and, as you're probably aware, I'm not a sports fan. I really sit up and take notice.

General Chaos is definitely worth a look. What makes this one so classy is it's a totally different to anything I've seen on the MD to date and, what's more, it plays like a dream — you'll be hooked in five minutes.

As Paul says, don't expect stunning visuals — characters are relatively tiny — but you soon forget that when you become enthralled in the *Chaos*. It's either all the way or you break. (Most rules and lists.)

There's a nice little humour element throughout. You can't help but giggle at opponents are applied to blows in combat.

Controls are easy to master: there are no body counts or enhanced moves as you're not really control, learning the results of your handiwork. (Sound is good with a few tunes and, of course, plenty of support FX.)

General Chaos makes such a change from out-of-the-riffle was also. There's nothing else like it on the Sega 16ms, so if being big and messy and bawling things up is your thing, you shouldn't miss this terrific game.



In *Close Combat*, punch, kick and bleed nerves come to the fore. The real hang on by the skin of their teeth.



Never leaves a *Chaos*er in this battle. These guys are silly with grenades.

A two-player team game, where each player controls two characters. Looks like the code are taking a hammering.

The spoils of war. *General Chaos* prepares the battle report.



General Chaos		88
EA	E44.99	
78	Graphics	A unique, exclusive game made available by a four-page booklet.
84	Sound	
89	Playability	
93	Lastability	
Strategy		= 0756 540442

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Already a folk-hero to the computer-using fraternity, Dizzy finally scrambles his way onto the Mega Drive. The Code's fought long and hard against the might of Sega to ensure their hero's independence, finally proving victorious earlier in the year. Riddled with yokes and egged on by his family, Dizzy sets off into the overcrowded power-sphere, yet was it really his world?



Fantastic



stepped team, you do have to control both at times of many accident-prone nations as exciting Dizzy's little shot. There's a range from huge spiders that clutter down on Dizzy from the trees to seemingly harmless animals such as butterflies and snails, although in the case of some, you can be deceived.

It's no yoke!

The object of the game is to negotiate the obstacles that separate

It's not easy when you're a small, unassuming egg. Just ask poor old Dizzy. He certainly has the well-meaning Jaxx egg mapped to girlfriend Dolly, but Dizzy also has to solve the rest of his family's problems as now he's going to have to save the sanity of the Yakkaboy "innocent village and venture forth on a treacherous mission to ultimately save the egg of his dreams.

The game opens in Dizzy's house. Dizzy has collected the door key and left his

Dizzy's away from. To do this, some scattered around the egg-themed adventure's world have to be collected in a specific order to complete each individual task, the ultimate goal being to allow Dizzy to travel further into the uncharted realms of his world in search of the key that will reunite his beloved girlfriend.

Throughout Dizzy's arduous journey there are many other landscapes and enemies to overcome. He must pass safely through a greynosed canyon, a bewitched desert and enter



To get a little closer you'll need to go to this safety-seeking dog. Maybe if you had something to feed him...?

Dizzy



You'll need a score to find the hidden treasure otherwise Dizzy will disappear in a stinky, gooey mess.

a hazardous underwater section (he must also collect items from a huge pile) also get too close to the princess and Dizzy will be forced to walk the plank, plunging out and key over two doors into Dory John's lair!

Keeping it in the family

Along the way Dizzy must rescue the rest of his family (at each moment has something that will set him in his spirit). This is easier said than done, so they all have their own peticular problem. Dory refuses to help unless his pet Phoebe is returned while Grand Dizzy is on his last legs and occasionally needs his medicine. All of these

are hard to soothe before they set you doing the wild equipment that he needs.

Dizzy always needs a little extra help which comes in the shape of a wacky wizarded old sorcerer. First the magic word to enter his world (why the puzzle before the egg timer sand runs out and an extra life is yours).

Perhaps Dizzy is already an extremely popular game on other systems. The question is will it succeed on the MD? or will we all be left with egg on our faces?



Welcome to Dizzy's tranquil home and the beginning of his epic quest.

Left: Watch out for the egg eating plants and sinister wildlife.

Bottom Left: Find the spawner and smash up the machine to progress into the next level.

CHRIS 68% Take one small put egg timer that turns into a huge pit from game with loads of objects to collect. Good fun but boring.

Perhaps Dizzy is a game that requires an intellectual mind and loads of patience. Unfortunately I have neither which led to a 68% observation between now and midnight. Usually it's just not my cup of tea.

Having said that there are billions of games out there who love the kind of platforming platform game. My message to them is Perhaps Dizzy would probably be right up your street. It features some really cute sprites, a lovable central character and plenty of eggs for those who like a strong vein of logic running through their games. Thus a door needs a key but it gets the key you have to take a guard, leap four feet to free and cross a river. Now where's that piece of wood?

As you may have guessed I just don't like the type of game. I'm sure this will be a huge success but I prefer a more creative.



Dandy - Dandy is cool as they come, rarely seen without his shades. Now he is over frozen in a block of ice. Dicky will have to find the straw near his house and a box of matches to thaw him out.



Dicky - The only girl for Dicky. A fine example of the perfect egg: smooth white shell, aristocratic poise, running in her veins, which is exactly why the school Zaks wants her hard-boiled.



Grand Dicky - Age has taken its toll on poor old Grand Dicky and his fragile shell needs reinforcement. Dicky must collect the medicine bottles, mushrooms and plants in order to save him.



Dylea - No not the happy rabbit from the magic storybook, but this egg looks just as normal. Dylea's got some bad vibes at the moment because his pet Peeples goes missing.



Dora - Dicky's almy elater. She didn't really make the grade, so the Wizard Zaks turned her into a frog. She needs a kiss from a prince to be transformed.



Dicky - Dicky is happy enough as the best of times, but now has been sent into an eternal sleep. He can only be woken if Dicky catches the spirit's real life.

MARC 61% - I would like every developer Fantastic Dicky would be more appropriate! The game has some very cute graphics although the effects are a bit on the thin side, while going Dicky around such a huge landscape with so little seemingly game on can be tedious to the extreme.

The game is huge and it's certainly not getting smaller - what it is lacking in though is entertainment too despite the large play area and the many puzzles, there is not really a great urge to play on. It isn't as if it is over without or anything. It's more that everything seems so long-winded in order to solve a puzzle that you soon become bored with Dicky's antics and lack of action.

Let's be quite honest, though (yes I do - Mark) - this is a good conversion of the original, so if you found Dicky to be to your liking as the story or similar then you will no doubt enjoy this version.



If you find space the screen you'll have to solve this simple puzzle.



Double yolked! Solve the puzzle and Dicky splits in two to give you an extra life.

Fantastic Dicky	
Codemasters	
£39.99	
72	Graphics
59	Sound
62	Playability
60	Lastability
<p>64</p> <p>A successful format in other machines but it doesn't really compare with the other Mega Drive games.</p>	
<p>Out: October</p> <p>0848 814132</p>	

Davis Cup World

While most tennis tournaments offer singles and doubles titles, men's winners and named the Davis Cup for made its name with a doubles and executive mixture. A player's on speed another than their team makes play each other. Finally a doubles match decides the winning team (Unusual, but fun).

Naturally, Nintendo's game plays on the Davis Cup system in single player learning up with the computer as a second player then taking a computer dual or human computer team. A knockout championship, players are whittled down to the best but players face each other the same way for Tournament, except with all singles or all doubles matches are played.

Championship mode is a lot more complicated, becoming a jet-setting tennis pro from the world capital of America, your opponent start you off with \$10,000 to spend on training and tournament statistics. Powerade is an excellent put your career on indefinite semi-formal hold while you do to find these opportunities one to a hopefully profitable end.

Conversely, Exhibition is a dead simple, one-off singles or doubles match, a escape of cash for reward or victory.

Perfect practice

It's a pleasant surprise that there are more practice options than modes of play, although a ball machine really takes precedence. The Practice mode itself features the ball machine and an exact picture of a popper, lightening the ball and D-pad present you make. Precision control except a particular rotation of the ball is matched with an arrow. Hitting a same, a great interesting training tool here.

The ball machine goes for Precision serve step for the self accelerating Service while ball when ball is jumped your way in speed — you certainly have to be fast to reach the target of all consecutive returns. Finally, Balls in motion, rally rally machine, play alternating between two characters for single or no.

Okay, you've learned your technique for all to work, now enter one of the matches you were talking about earlier. Choose a hard



Due to the contrasting colour scheme, the play court is the most difficult...



The tennis market has had its traditional summer boom.

Amazing Tennis and Andre Agassi Tennis appearing in the past couple of months. But now Demark are to put those and earlier offerings to shame.

Under play or game out, best of one three or five sets and you still enjoy (Beginner Amateur or Professional) which affects speed and maneuverability.

No contest?

Choose one of the top 30 players — from 10 of which of the USA, Martin, Cray, Ruff, Brian Lind Feroz, to Will Leon of Switzerland at the bottom — and finally get down to the real action. A single press of a button serves the ball, then controls get a lot more complicated.

Buttons (A) is ball forward and (B) is back spin and (C) adds top spin, but combining them with D-pad controls speed ball left and right that. However, these are after a bounce, drop shot and four types of volley can be used in the Davis Cup World Tour supports are button options which simplify that too somewhat.

Powerade is lightened by speed bubble players shouting a thunders 'Yes' or 'Shit'ing explosive when they touch-up. Success are used in the Control command, where a player argues a support net with the net. Occasionally he agrees and gives you a point but argue too often and he takes marks away!

Other options supported via the D-pad feature, an on-line ready, built-in match and display statistics — games points, missed shots, more double-balls and so on.

But does Davis Cup World Tour double-ball at midnight form from the whole match away or set through without a worry?



Pick-a-pick-a-pick! Each time a ball is returned, the machine steps up a gear.



The MEGA most playable tennis sim offers points of updates and overnight play!

WARREN 92% It seems that all I've done since SEGA FORCE MEGA became SEGA FORCE MEGA is to look for tennis games. I've not given up on this one, however, I'm privileged to be able to bring you Davis Cup World Tour.

Changing and get past the options, as I do, the first thing I noticed was the options. Rather than the old, refined options of most tennis games, these are sturdy, layered masterpiece — escape that a padlock snarl-up. They all seem sophisticated/realistic which often look like ball machine.

Though not quite as impressive as Amazing Tennis, the court shifts in continuing 3D as you move to other side. But comparing a good ball machine only.

In play, Davis Cup is superb. Within seconds of the start of your first game, you'll be exchanging thunderous cries and groans of defeat with your opponent, shaking around like the closing points of a tennis hit, programs in a frantic effort to return over the best of all shots. Don't take on a computer opponent first, they are all competent players, at the very least, so you'll get the sense and think you're wanted your money.

One look at the options, I get the idea in overloading that a little. In addition to the usual substitution, match and tournament, there's the unique Davis Cup championship itself. Trained with a partner, you develop a true-hate relationship, an success or failure depends on both of you, individually and together. The Championship offers a great view and increases flexibility and for solo players, and the range of practice options is amazing.

I could write for about Davis Cup without mentioning the crystal-clear sound. Pressure groans and groans with effort, an upper-lip, full-grown, announce the score, and muffled ball sounds accompany the action. The title music is an original but pleasing mixture of trap and baroque.

And now, MEGA tennis games have been good that nothing to show about Davis Cup World Tour stands head and shoulders above the crowd, as the best tennis sim and one of the top sports games for any machine.

Tour

ADE 90% Domark are "on the up" all the time, what with the stunning FT and now the superb Davis Cup World Tour. I'm not a tennis nut but because Davis Cup is so easy to get into, I see most out there on centre court, completely hooked.

The players are responsive to every button-press and joyed maneuvers, so there are no glitches what should be absent. The ball's a your technique not advanced control. For the novice, there's a smart training section with a ball machine and the chance to practice your serve, shot precision and racket control. The options are great, with several modes of play, singles or doubles, choice of court and selection of the top 50 players. Like I always say of tennis sims, it's best to play with a mate for a while before tackling computer opponents. You may be Number One and the computer team of 50, but it's a sure-fire bet the MD player will beat you.

The court perspective is great. Tennis have gone for a zooming rather than static set-up, which works fine. Some last-year tennis buffs said the split-screen two-player display looked confusing, but when they got hold of the joystick they melted with no complaints.

If you were put off by our comments on Ageed's Tennis controls, there are no such worries with Davis World Tour. It's an excellent tennis game and worthy of my special tee as a collector.

"But the best was it, man!" Reacts the on-line fan when you're on the win...

**YOU WERE
RIGHT.
PARENT
CONFIRMED.**



"Leave it, it's mine!" — "No it's mine!" — "Mange!" Double matches can provide colourful exchanges.

Fascinating facts from Wimbledon. Er, hang on...

- Around 91,000 balls are used during the championship.
- A staggering 33 tons of (quarterly) aspirin and 14,000 bottles of Champaign are produced each year.
- Robinson's Bakery Water is available on every court, in orange and green flavours.
- There are 18 championships and 14 practice courts.
- The oldest winner of the Men's Singles title was Arthur Gore, a British player who was 55 (and 180 days) when he won in 1900. The oldest female winner was another Brit, Charlotte Staley, aged 37 (232 days) in 1930.
- The youngest winner of the Men's Singles was Germany's Boris Becker, 17 (and 277 days) when he won 1988's championship. Lottie Dod from Britain was the 1907 Ladies' Singles title at the age of 19 (285 days).
- Only 21 days have been completely rained off since the championships began in 1877.



Above: Davis Cup videos are recorded by a line display of real language!



Davis Cup World Tour

Domark
£39.99

79	Graphics
84	Sound
92	Playability
90	Lastability

91

An excellent tennis sim with many options and fun bonus features

Out: Now

☎ 081 780 2224

Haunting Starring Polterguy

With the promise of a new and original game, we awaited *Haunting Starring Polterguy* with bated breath. Could E.A. really bring us a fresh concept in video games?

And now for something completely different: imagine if you will the supernatural high jinks of *Beetlejuice* combine (as with the vocabulary of *Bill and Ted*) then throw in a dash of *Poltergeist* — this is the essence of *Polterguy*, the fast-selling, disconcerting supernatural star of *Haunting Starring Polterguy*, the latest offering from Electronic Arts.

Polterguy seeks revenge. The evil Sardin family asked him for his inheritance, got now he is back to exact them from the various mansions that they have taken his money on. You control the green, spiky haired ghost as he tries to scare the four members of the family out and send them scurrying into the house.

Ghostly going ons

To begin with *Polterguy* has to enter the dark depths of the underworld to collect enough ghost energies which will allow him to cast his spells on the Sardin's. You must avoid the undead creatures that inhabit this world. You free the creature (usually invisible) Guy's energy level one time many and you're done (except to avoid destruction).

The main aim of this game is of course to drive out the Sardin's. When Guy has got enough ectoplasm, he must obtain the map of the mansion and seek out a new Sardin to replace. Guy can pick up any item in the house by simply jumping into it, later for your report to walk by and then

admire the amusing mayhem! You can scare the pants off of them — literally in the case of the older Sardin's! The movie in the corner of the screen details just how scared each family member is. Push it to the limit and you have to leave them out.

Spooky Hunts!

Polterguy also has a few extra tricks up his supernatural sleeve. A piece of the button brings up a list of these spells. The further that you progress the more tricks you can add to your arsenal. Pick from a scintillating *Zoom-In* (which allows you to possess the body of one Sardin in order to scare one of the others) and *Spin-Booze* (a few of tricks guarantee to spook the Sardin's some days).

Exaggeration is the name of the game. The more you attempt in *Haunting Starring Polterguy*, the more thrills they tolerate the consequences. Progression through the mansion increases the opportunities for Sardin's wall-sucking, although if you over stretch





Each room has a load of objects to possess. More in the bathroom we suggest diving head first down the toilet.



Pottery's scolding accuses he is forced to return to the underworld and battle the demons in order to restore his power source.

Once a mission has been cleared at old SanDiego, Pottery goes to follow the wretched family as they flee to another of their 8-gotten homes. Each time they move it becomes harder for Pottery to keep so serious because haunting is definitely the order of the day. But remember - it's more fun being one of the ghost than to be grabbed by them!

Now who lives in a house like this? Pottery, it's over to you.

CHRIS 85% I was trying to think of a game to place Haunted Sharning Pottery in, then I thought why bother? What you get a game that a girl a fairly original theme class is really no need to try to please. **Score 8.**

The idea is great. Save the SanDiego and they lose control of their bodily functions - they make quite a mess believe me! Some of the jokes are hilarious - check out the slurping tongue and the SanDiego a dress dragging essential.

The latter mechanics are fairly challenging which increases the game's staying power, but I must admit that once I had gone through Haunted Sharning Pottery a couple of times, the novelty did begin to wear a bit thin.

The graphics compliment the gameplay, with some brilliant visual effects which combine with the well animated characters to give the game such a weird charm.

Sometimes not there too get a sick mind, but it has produced a brilliant game, so what's complaining?

Top-ten mega scares

Here, for your screeching pleasure, are the ten scariest Haunted Sharning Pottery spoos and coos.



Now about a tongue vomit?



Archaeologists get rolling on top



This is guaranteed to be a pain in the butt!



I just don't feel like myself at the moment!



There's something under the bed!



The latest in hi-fi technology.



Okay who spill a pint of blood on the table.



There's definitely a first classmate in this closet.



You don't get there in a loop!



Something smells a bit weird!



Lets meet the Sardines.



TITO SARDINE

CONVICTION:

**WAS IN
PLENARY
CONVICTION,
TOTALLY
WROD IL.**

Tito — The 'Dad' of the Sardine family, He's a tough cookie and the toughest character to score out of the house.



FLO SARDINE

POWER:

**STRENGTH
MONEY,
WITCHING
WAVE
MORNING,
COLLECTING
TUNE**

Flo — The easiest to speak, Flo's certainly an oil painting, she seems to enjoy having all, considering how sleepy it is to score her out of her ghetto.



TITO SARDINE

**FAVORITE
MOVIES:**

**TEXAS JOHNN
MADONNA
PARTS 1-9**

The Kids — These kids can take all of abuse in their words. However, not the right light and they will not themselves, before running screaming from the house.



Welcome to the home of the Sardines, brought with the substantial money they inherited you for.



The Sardines having a quiet evening meal. Little do they know what lies around the corner — speaking, hearing and gone of the highest degree!

MARC 64% It's nice to see an original idea for execution. However, the game allows you to play the role of a ghoul with a sole aim in ghoulie to score the living daylight out of her worth-swilling boss! Hearing Sharkey Pathology manages to carry it out very well except for one area and that is that the game is just a little bit on the easy side. We found that after a few games the gameplay became a little repetitive and with a little practice you find yourself completing the game. Although Hearing Sharkey Pathology contains some nice ideas there is just not enough depth to make the game interesting for more than a few plays, despite the great names of humans.

Hearing Sharkey Pathology	
	E.A. £44.99
80	Graphics
71	Sound
82	Playability
70	Lastability
75	A hearing Sharkey game it's little on the easy side

Arcade = 0788 5-8442

So you've got a nice new Mega-CD then have you? The trouble is you haven't got too many disks to play on it — except the latest Take That tune of course. Well this is the place to find out about every decent CD game to have pounced on Sega's baby in 1993. Check out our reviews then pop down the shops with your hard earned wonga!

WHAT you know this

ON WHAT the console

THE DEMOS: you know this is a ratings box really!

WHERE or what land

WHERE: who to locate

HOW MUCH: wonga

WHO: the makers

Give a dog a bone

Images

£29.99

99

Buy it now — or else!

A great game

0968 321232

100 Graphics

100 Sound

100 Playability

100 Usability

Yup! This lot are still here (go home!)



Steve Smith



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Mark Smith



Bill Jones



Chris Martin



Marc Powell

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mega-cd

reviews

Sonic the Hedge

Come on. You didn't expect Sega to make a spiffing new CD console and not make a Sonic game for it did you? Of course not, and here it is! Sonic CD in all its singing and dancing glory.

Yep, Sonic, the most well known console character in the world, is about to do his first CD release. Once again he's up against the age-old adversary, the evil Dr. Robotnik, who's got some help this time round. He's created a robotic robot copy of Sonic called Metal Sonic, who's intent to rid the world of you hero, for ever. Yeah, right, put the other bot aside!

Sonic also has a new obstacle, although love stories might be more appropriate. She may only last until the second zone before being kidnapped but this little princess is truly, really, deeply in love with Sonic! She needs a few of your opportunities she gets. Little miss.

Sonic's secrets

As you expect from the blue wonder, every level's jam-packed with secret rooms, stages and bonuses. In this respect, the game mirrors Sonic's water exploits. Hence, if you look at the right places there's no telling what you might find. For a start, 16-bit audio will, except passages and bonus platforms, lead you to extra lives, invincibility and shields, to name but a few of the bonuses.

What's new here is the chance to time-travel when you come across the past and future markers. These zones are variations on the present zone that you're in, with loads of extra hidden goodies to find.



Robotnik's bots are even more flexible in CD version.

Each stage is split into three levels, as always. Dr. Robotnik is waiting for you at the end of the stage. He'll be in one of the wacky over-layers which needs to be finished a number of times to defeat his machine and progress into the game.

When Sonic completes a level, it's inevitable to be holding 50 rings. The reason? Well, it's exactly the same as in the original classic. Get 50 rings and leap into the big golden ring at the end of the level — the 50 rings go into the bonus stage. The idea is there is to leap to the end, avoiding the water which will lose some. Watch out for the oil slicks that send Sonic spinning and stop the streams of water that knock him over.

Welcome to the Sonic CD.



gehog CD



New statistics on the CD are the many waterfall lifts.



Make your big safety in this! Tempest.



CHRIS 83% There will never be a sequel to the CD-ROM character. Thankfully, our priority should have been to produce another extremely enjoyable cart.

After that bout of prose here's mostly going to be a bit, and here it is. However good a game Sonic CD is, it does not live up to the Mega CD whatever. The machine's capabilities aren't extended to the slightest, which is a pity. Having said that it's still a smashing game, with loads of levels, bonuses and high speed play. What more would you expect from Sonic? It does have plenty of bonus, provided in its title, and is clearly underutilized, by the way of the part.

The game is a well made, it's a shame Sega didn't go for it. They've played safe, given Sonic fans what they want but missed the possibilities provided by the CD. What do you think?

(Right) Even Sonic's impressed with Robotnik's new submarines.

(Left) Even so the time goes to rescue their captives.



(Right) Smash the time-pods to release their captives.

(Water) ...And of course, those old favorites like loops are back again.



CD review

Obviously, as it's a Mega CD game, this has a few extra features — the most hilarious being Sonic's theme tune during the opening credits. Let's just say this is never repeated as a sign of its own right! The other extras are an auto-saving feature which saves the backup RAM in the CD after its automatically saved what level you're on, and a Time Attack mode. Are recording your speed of completion on a level?

Sonic looks to have his work cut out here — Mocha Sonic is one tough child for a start. We all know that slightly blue one is a legend among console videogames, but can he save the fire burning bright with this offering? Only the SEGA FORCE, MIYAZA crew can say for sure!



Smash the light bulbs in some of the zones to increase your score.



AMBI's master Sonic, Robotnik's new creation.



How old Robotnik's been treated again.

MARK 86% Once again Sega have done up Sonic with another great entry into the world of the spiky blue nagger. This time Sonic is pulled forward a girlfriend, but guess what, she's so sweet and defenceless she gets kidnapped by the island's ruler. So much for political correctness eh!

Despite that, this is one CD that's worth getting. There are so many levels, bonus stages and secret worlds to name a few that you'll soon find you've progressed in the game.

On top of this it has great graphics, a quirky title soundtrack as the beginning (guess that's why release it as a single game), and some small new moves for Sonic. Now he can do a 30 loop the loop, take a water bottle fountain as one of his and escape his girls at every opportunity!



Reducing horizontals put our blue hero in a tight spot.



If you thought the Motion Leap in Sonic II was good, wait until you see the vertical version on the CD.

Sonic CD
 Sega
 £44.99

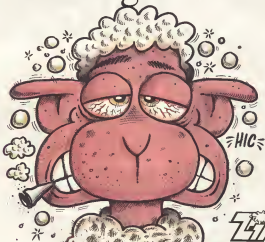
85

82	Graphics
89	Sound
84	Playability
83	Lastability

It's Sonic isn't it!
 = 071 373 3000

“To get this p****d
takes ages”

Lambrusco, sheep.



MUTTON KOMBAT

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FROM ALL GOOD NEWSAGENTS... NOW!



Silphheed

It captures the tension, race is sheer attack yet more than a hostile challenge. Why has it taken so long to reach you? It's time you try to reach it. **From the team that brought you**

Touted as a startling twist, *Silphheed* is Omega's long-awaited 3D CD-rom set-up. The storyline comes from almost every other shoot 'em up ever created, so why disagree with the floppy scenario and get down to what were all actually interested in: the game itself. (Yes, refs. —Ed.)

Regardless of all the hype, is it any good? Up until now the majority of CD games have suffered from one fatal flaw: following impressive initial set into scenarios complete with full cinematic camera angles and spectacular musical interludes, there's basically a full game without much to show off the Mega-CD's capabilities.

For once, we're happy to say that after all that opening glitz and soundtrack, *Silphheed* manages to present a rather decent shoot 'em-up. The most impressive thing isn't the actual size of the polygonal ships, meteors and missiles, but the sheer speed with which they move around the screen.

A Slip of the tongue

From your early battles high above planet fronts, it's a real treat to shoot to the safety of battle arenas. These include diversions with the enemy in a very impressive and intricate top-down look, where not only do you have

to fight off the attention of what seems to be endless waves of alien craft, but you need to take extreme care in avoiding the larger alien ships which speed past your ship.

In the majority of levels, it's difficult not to just sit and marvel at the background artwork of concentric rings in the galaxy. However, just what is the intended feel means you're in for some real tests if you found the standard belt systems slow just well until your ship goes something through enemy fleets or between buildings, as you fly at absurd lightning



Check out the extra sequences, man! What

ing speeds through the streets of the very alien cities at night.

Switch to plan B

Silphheed pulls you in a high-tech attack fighter as you battle through hordes of vicious alien ships. The opposition attack is waves and some at you from all directions in a wide variety of attack patterns.

There are some pretty damn dense ships that fly in such a way that they just dig into the vacuum of space. Then there are full-on missile ships whose trajectory systems allow only one tight pass. Unfortunately for you, that's straight into your shiny top-of-the-range G11 shield, isn't it?

At certain points during your battle, you're



The more sophisticated scenario has to be an action movie with Japanese flair.



Check out the Weapon Master action, great graphics, better arena! (1-1)



Some ships are hard to catch, definitely. Who said this was just 3D Silphheed?

confronted with small groups of spinning diamond-shaped craft whose destruction gives you a variety of goodies, including bonus points, armor-bombs and, most important of all, repair boxes which restore one level of your precious shield.

Is that a laser cannon in your pocket or...?

More on the subject of your shield, it's important to note exactly how it works. You can sustain several hits and collisions, until your shield explodes, but once it's destroyed, the more hit causes engine failure, which consequently affects maneuverability.

A further to caution a cheat in your weapons system, especially easy as it means you lose lots of defense — the lasers — large to make. Once you hit it, the point, the more hit and your shield remains, become one more level of space debris.

What about a shield-bomb, or shield-bomb?

patterns of bonus weapons? (A SHIELD game? —Ed.) Well, gentle not, dear reader. Because *Silverball* has some real beauties — and we're not kidding about your common or garden laser ray 'n'ol' either. Oh, so when the *Silverball* plate get some weapons, they get big ones.

Optional weapons along the way include a photon beam, which vents its fury in a Marsupial pattern, destroying anything that strays into its path.

As if that wasn't vicious enough, there's always the wide beam, which lays covering fire from the sides of your ship as well as generating laser fire from the front of the ship.

You want longer barrels? That get ready for the graviton bomb, which initiates a group of energy craft before detonating. This means you can launch a new weapon in to your enemy.

Well, what are you waiting for? There's a whole galaxy of enemies to gun for.



It's not just the graphics themselves that impress, it's also their speed — they're very fast.



See that ship? That's yours, that is. Never was there a more powerful craft to grace your Mega-CD!



The ship isn't a slightly disappointing, but remember, size isn't everything.



Blow through that space debris! Many an eye on the shield in the top-right.



In *Silverball*, things rapidly progress from tough to near-impossible!

MARC 78: Up until now, shoot-'em-up titles have been somewhat relegated to the CD game arena. If it's not the usual *Contra* Command 'n' as you're told type of game, it's merely the basic *Duress* or *Force* game with a beater-up soundtrack.

So it was a welcome change to see in *Silverball* a game which has not only tried to use some of the Mega-CD's abilities, but also a title which is playable, addictive and challenging into the bargain.

There are only a few minor faults, one being the fact that although you're given three continues, you only get one life for each game. Firstly, this is just not enough.

The other noticeable problem you should be made aware of, is that if you purchase an import version, don't expect the full soundtrack you need to use a CDX cartridge. For some bizarre reason, the music track has a total of 11 songs, playing at various different speeds (occasionally even the right one), and the speech repeats like a needle has stuck on a record (you remember those — big black plastic things).

If you own a CDX and aren't too bothered about that (please see page 10), go for it now. But I have to say that if you can wait for an official version, you definitely won't be disappointed with visuals, sound or gameplay. *Silverball*'s been typed up to be the new but there really is substance behind the flashy intro.

CD review

CHRIS 67% *Bliphead* is the first of a new breed of shoot 'em ups for Mega-CD consoles. Personally, I don't think it lives up to the hype which has surrounded since the first preview a considerable time ago.

It is true that it makes impressive use of the CD's sprite-scaling and 3D polygon capabilities, but unfortunately there's something missing from the gameplay. Maybe it's because it borrows too much from very early shoot-'em-ups, such as *Jaxxon* and *Galaxian*, where gameplay boils down to a repetitive move left and right to avoid obstacles while shooting them approaching from the top of the screen. Hardly what the sophisticated gamer of the Nineties expects.

Or maybe it's because it seems to consider looks of graphically-impressive backgrounds which unfortunately are let down by mediocre alien attack ships and a lack of variety in a very much like the little equivalent of a game — very nice to look at but otherwise there's not much going on.

If you're very serious about shoot-'em ups, you may find *Bliphead* enjoy able. But if you're looking to buy an impressive, not to mention playable shoot-'em-up, you'll have to look on to your hard-earned pennies just that little bit longer. Sorry to break it to you, but in the gameplay stakes it's nothing special.



Oh no — we're being attacked by Blipies (that's right — blip). Attack and Repower come in all shapes.



Do you want love and light experiences? Either buy some fireworks to get that! If you've read our comments, you know *Bliphead*'s playability is questionable, but the graphics are spectacular.



High above planet Earth, where humans work and sleep, a heroic pilot battles for the safety of all humankind. Move of him, don't you think?

Further into the game, you can increase your weapon status by shooting diamond-shaped craft and collecting the power-ups inside. Hey, are you going to need that?

	Bliphead	73
Sega		
£44.99		
72	Graphics	
78	Sound	
79	Playability	
71	Lastability	

Not the Starling Center? It shouldn't be but visually impressive and playable all the same.

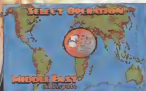
Bliphead™ import

☎ 0428 010700

Thunderhawk

SEGA
FORCE *MEGA*
RECOMMENDED

When the Mega-CD was first launched there wasn't that much software that really showed what the new machine was capable of—until the arrival of *Thunderhawk*. Buy this and impress your SNES owning friends!



Inciting bogeyes

Once you have been briefed the game moves into the breathtaking action sequences. The attention to detail in these sequences is faultless, with the possibility of viewing every object on the screen from all different angles. You can choose the chopper in any direction and the side screens will inform you of the whereabouts of the enemy, although if you lose too many tiles you run the risk

You will be behind the controls of your state-of-the-art Apache AH-64A gunship, turning your gloved hands slowly over the high-tech computer controlled display you find a switch and listen to the unduly sinister sound of the rotor blades quivering in place. Slowly the helicopter rises into the air, majestically silhouetted against the bright light of the setting sun. Praying only to offer a small prayer to protect your God may be listening, you glide out across the jungle terrain ready to battle a merciless enemy. With this mood over the top of terror, we can now introduce the star of the show: the bulk of the news, the crown of the whole film all getting to you ain't it? Mark—Thunderhawk!

The game begins with a choice of ten different operations, each giving a number of tough quarters about your skill as a pilot. Once you have made a choice the commanding officer will give a mission briefing, complete with a map detailing enemy positions and priority targets.



Thunderhawk rises slowly, primed for the battle ahead.

of your helicopter going down.

The controls for the chopper are very straightforward. You view the action through the cockpit windows from a first-person perspective and the best advice on most missions is to go in low and feel your way through the terrain. If you're too close you will be a sitting duck for the enemy's own troops.



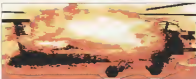
Don't if you're going down my friend. Great and burn! Check out the bullet-riddled cockpit window — it's back to black for you.

Thunderhawk's are gal

To combat the threat Thunderhawk has an impressive array of military hardware. You control a variety of a main gun, which does the business when it hits the target but can be a little on the weak side. A limited supply of heat-seeking missiles which should be used sparingly for the most effective results, as well as plenty of the rockets though these basically tend to devastate the area around the target as much as the target itself. On some stages you also vary special bombs to drop on the submarines that attempt to blow you out of the sky.

Each mission has a different difficulty level. It's probably best to attempt one of the lower-numbered operations first — something like the Panama Canal crisis would be a good early test. It's best not to get too...

The mission — as along the tracks following the stolen biological weapons across the sea.



What about a helicopter load like when it explodes? Well, the DVD actually!



Operation One is a mission to smash an Arms dealing outfit deep in the South American jungle. First, though, a detailed briefing from your Commander-in-Chief. Check out the animation!



The first mission is to get you of the enemy artillery to reach the primary targets.



Now, the mission is to take up the primary computer and set up your objectives and destroy the terrorist's main plant.



Once the mission is completed, head out of the danger zone to be debriefed. Let's hope that it's all been successful!

CHRIS 91%

Thunderhawk is such a great game, it puts everything else on the Sega CD to shame because it's just an add-on.

You really have to witness the opening sequence to appreciate how special it is. As I hear you say, that's all very well but what about the gameplay? Well, exactly the same goes for that. Everything is just so fast. Fly at top speed and there is really no time to think; you're hanging on by the seat of your pants and I loved every minute of it! The ten different operations add spice and variety to the game, with some very testing conflicts in store for those who take up the challenge.

The graphics and sound are as good as it gets. The movement of the landscape as the helicopter rotates is superb, adding immensely to the realism of the game. Combine this with a really thumping musical beat and a voice spoken commentary on your actions to create a game that pumps the adrenalin to overload!

A new standard by which all future Sega-CD games will be judged! If you do get the machine, this is the game to have.

involved with the enemy at the start of the mission. Instead, save out the primary targets and concentrate on finishing the mission in one piece.

There are plenty of varied scenarios to choose from. Each one is from a different part of the world, so the environment and terrain is always changing. Perhaps the job of the missions isn't the operator to make a B-52 stealth bomber in flight time South America. In both cases, cover use of the radar is essential to pick out the enemy bases against the respective snow and night scenarios.

Thunderhawk has good graphics, excellent gameplay, and a sound musical score. It would seem that this could be the game to finally put the Mega CD on the map.



How about a spot of petrol bombing over the Middle East? That explosion should cause a few concerns to whether down Iraq ever.



When the on-board computer tells you the target is locked, the missiles will always hit the target.



Night flying is search all in on using Stealth Bomber is certainly not far from it at various operations.

Bases: Take out the enemy bases which guard the waterways, ensuring that you destroy the clusters of mines that float nearby.



MARK 93% The Mega-CD, for all of its technical technology and high specification, just isn't impressed with the first crop of releases. Yet all of that is set to change with the introduction of Thunderhawk. It is the game that the Mega CD has been so craving out for. The graphics are smooth and detailed, giving the game look, synchronous with so many other CD games, a much needed solid sheen.

Mission briefings are spoken rather than listed, while the mission sequences feature detailed graphics rather than bland pictures. As for the gameplay, you'll find that you score better or faster than the Yell. It's also much more than a shoot-'em-up—your captor, with its high-tech gadgetry and path of weapons, is a joy to maneuver, while the ten operations span the entire world, guaranteeing you lots of missions of truly global proportions. You will face the wrath of all manner of enemy tanks and squadrons, while the reality of operations and these difficulty levels will ensure that all would-be Top Guns have a long production.

Another point worth mentioning just, it's important to note is that this honestly handles the use of the new 3D/2D right game, so much a feature of the earlier CD games such as Cyber Command and Road 2 Venice. The Mega CD remains state-of-the-art action game, in which you take control of the craft, not just the old-style versions of the early 80's laser disc arcade machines. Thunderhawk delivers the goods—and then some—with the most thrilling gameplay, explosive graphics and interesting soundtrack that we have yet seen or heard on an arcade-style CD game.

Finally, we have a game worthy of the CD which is as exciting as it is rewarding, and should be without.



A skill control menu allows you to select the difficulty level of your opponents.

Thunderhawk		92
Core Design		
£44.99		
92	Graphics	
89	Sound	
93	Playability	No longer do you have to put up with that old game—this is the Mega CD to have!
92	Instability	
Shoot-'em-up		0032 217717

DUNE™

A desert landscape with rolling sand dunes in the foreground. The sky is a deep, vibrant red, suggesting a sunset or sunrise. Two large, bright blue moons are visible in the sky, one in the upper left and one in the lower right. The overall atmosphere is mysterious and otherworldly.

MEGA CD AVAILABLE SOON

MEGA-CD

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Dune CD

December sees the release of *Dune on Mega-CD*, an enhanced version of the Mega Drive cart. Originally an excellent science-fiction novel by Frank Herbert, *Dune* has also been a major motion picture.



Come on down! The spice is right...



Paul Atreides



Duke



Baron Harkonnen



Jessica



Gurney Halleck

Vergethe CD version of *Dune* requires you to use the old gray matter. It's best described as a strategy/adventure title loosely following the plots of both the novel and the movie.

As most of you can probably guess, life on *Dune* also known as Arrakis, third planet of the Golanis system, revolves around harvesting and refining spice. The planet has an inhospitable environment, but it is the only place in the solar system where spice is found.

If you're wondering why spice is so important, it's the only substance in the galaxy enabling the least intelligent lifeforms the key to intergalactic travel. Being aFI and probably the best high yield crop you'll

Miss the Spice

you take the role of Paul Atreides, the only son of the mighty House of Atreides. Your mission is to destroy your rivals, the evil Harkonnens, and gain complete control of Arrakis' spice industry.

To do this requires a great deal of skill and thought. Diplomacy, man-management and military know-how are all vital requirements, as you'll need the help of the indigenous population of *Dune*, the Fremen.

These guys are vital to have on your side. Among them, hundreds are prospectors, who seek out rich veins of spice, miners for digging the stuff up, and warriors who help fight the Harkonnens.

To get the co-operation of the Fremen, you'll use the desert in search of their homop-

ments. The first person to talk to is the Chief of the Tribes, who decides whether he wants the rest of the tribe to aid you. To win the spice they ask for, honorarium, and other offerings which you can find hidden on the planet.

The Fremen also give you supplies of resources that relate to their culture, allowing you to survive in the desert. Get them by talking out the spiritual matters hidden somewhere in the desert.

Throughout the game, Paul's advice is based in the shape of palace advisors, who tell you anything you need to know about the planet.

such as how spice production is going, the movements of the Harkonnen and the activities of the Empire. The Emperor demands increasingly large shipments of spice, as it's important to be aware of the orders and thoughts.

Dune boasts outstanding graphics, many of which have been recycled from the film's images. All the cinematic cut-scenes are relayed through digital speech, the info fed back visually on from the action proceeding it.

A real thinking man's game, *Dune* makes clever use of the Mega-CD's capabilities. ■



Welcome to Dune! Rooms with a scenic view, optional.



Looks good from here!



Facing a spin in your 'aptiv'?



CHRIS 92% Dune CD makes some stunning graphics and is great fun to play. The concept behind the game is based on the novel and film — not so much space as prestige.

With the added capabilities of the CD, Dune manages to capture the atmosphere of the novel. There are some excellent scenes of the planet, with the sand flowing gently across the dunes.

The characters are also brilliantly animated, with lots of little facial cues and movements. It all adds up to a really playable game.

If you don't follow closely what's being said, things get a little sticky, though your advisors usually help if you're really stuck.

The only gripe I have is that sometimes there isn't enough information between you, the other characters and the environment. For example, you can't question people, only listen to their speeches or, frustrating if you're chasing a particular strategic objective.

All in all, however, a worthwhile CD, it's definitely one of the better ones on the market at the moment.



Decide, a dardata... Waiting on the Moon. Don't Stand So Close to Me!



The rolling remains of Paul Atreides lost in the desert...



Use telepathy to contact the Preem.



Woolf! Hawk! Made up names, or what?



Evolution ain't do much for him...



MARK 94% I really loved playing a lot of thought and involvement is seen through the whole game, but this shouldn't distract anyone from enjoying it and. There's nothing wrong with having to think a little, now is there?

The way you progress is very satisfying. Besides, the information you can see gives you loads to be implemented to get somebody else on your side, or overcome a problem, such as spice harvesting. And the saved frames and the scenarios are great.

The thing on the table is the superb digitized graphics and speech. Don't really show what the CD's capable of in this review.

I recommend Dune to anyone who wants a game that has more to it than teaching and cheating people just for the sake of it. Everyone needs a bit of strategy and this supplies it. Let's fight a war, guys!

Dune CD		93
Virgin £49.99		
92	Graphics	An excellent strategy CD, requiring plenty of thought.
91	Sound	
93	Playability	
91	Lastability	
Strategy		☎ 081 800 2236



Devasta

Japan is under siege. Alien robots are plundering the islands, taking thousands of innocent civilians and using Mount Fuji as a launch! The ruler has called a state of emergency and the people are fleeing from the mechanical invasion. All looks to be lost.

Well, not quite because in a small government laboratory a team of engineers have developed a weapon to control the alien. Code-named Devastator, this Transformer-like machine can change into a car to a plane to a robot in the time of an eye — and it's armed to the teeth with the latest in high-tech weaponry.

The Devastator had only been up and running for a couple of hours when it detected odd activity in Japan's royal family. The government's various secretaries and ministers' doors — had been opened by a unit of robots. If the devils did open before it escapes the city there'll be no one to wear the scepter and Japan will become an arena of the alien empire.

Anchor away!

Your only hope is to lead the Devastator against the alien hordes, fighting through the city and forests until you reach the home planet where you can give them a taste of their own medicine.

The levels vary between ordinary bombing shoot-em-ups where you battle the alien's airborne forces and scoring platform stages where you have to find the exit — and its guardian. After each level you're rewarded with a few minutes of bonus ammo to keep you up to date with the pool of you can understand of

As high-tech weaponry gains, your ship's up



Breaks alive! Many of the cutscenes are so fresh you'll have one rolling over — some like this one are fun to play

Here is a great example of what the Sega Mega-CD is capable of. Full Motion Video with stunning graphics and a great blasting game. The Japanese are fond of their animated intro sequences and this is a prime example.



Don't laugh at this shabby dog, this guardian has impressive weaponry.

them with the best of 'em. It's equipped with an anchor-like weapon (the Anchor) which, although limited in range, makes a great gun.

Caution: enemies dropped by defeated foes grant a three-way life-stealing laser and health. Caution: enemy robots a turbo boost, ideal for getting out of sticky situations.

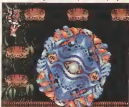
Wide, short and tall

The robots come in various sizes, shapes and attitudes. Some take the rules of multiple others like the occasional porcupine. The ones you really have to watch out for are the large stationary machines who drain all your energy in one go.

When you've lost your four segments of energy, you lose one of your lives (or, since as Wolfteam put it, Lives are determined on the option screen, and when you run out there are a few continues to play with). If you find the going on the easy side it's a lot easier at the first level, the difficulty setting can be changed too.

Fans of things and shoot-em-ups will want to buy Devastator right away, but we suggest you check out our

comments first — after all, pretty graphics aren't everything.



If you're played Super Probotector on the SNES, you may recognise this ferocious end-of-level boss. He rolls back into to bite as you trap between platforms and shoot him.

TIM 76% I have mixed feelings about Devastator. It crosses the gameplay's steadily smoking, in others it's a real mess.

For instance, the first level seems to drag on for hours — nothing particularly exciting happens and the end-of-level quest takes away his father's shoulder off the screen. However, some of the later shoot-em-up antics are nothing short of brilliant.

The same goes for the graphics — there are times when they're outstanding and others when they're barely average. The graphics are often a first-class and the Mega-style animation between levels is nice.

The sound is okay, effects are nothing special but the speech is very like that I find that the some in many CD games, including this one are surprisingly weak — the quality is superb but the message is nothing.

If you're determined enough to wade through the lengthy, boring levels, you should be impressed by what Devastator has to offer.



Should you make it through the alien's palace, you meet a massive creature with a bad attitude problem.

ator

PAUL 84% The Mega-CD's a bit turn-up department as my new Master's warmly welcomed. Devastator was greeted with a great big long 'ole H as a highly-polished game — a superb mix of animation and action enjoyable to watch and play.

The graphics range from above average to absolutely brilliant, especially the crystal-clear parallax backgrounds in the flying sections. The funny sounds aren't bad either, although the Japanese speech gets a bit noisy after a while.

My only gripe is the lack of variety. You try to Devastator until you complete it but after that it would be resigned to sit on the shelf. Still, with the thrills, animation and blasting of flames coming, it goes down as one of the best CD-roms set-ups to date.



The anime-style creature has a habit of putting you with needles.



Above: Another anal-of-our-buddy — this one's real fast!

Below: Bringing chains and burning jets around our robots here in the anime's palace.



Devastating
delicacies — come
on 'get 'em!



Devastator

Import
£39.99

- 85 Graphics
- 80 Sound
- 82 Playability
- 87 Longevity

80

A great Master enhanced by great graphics and cartoon interactivity.

Steel 'em-up Import - Game Zone 0908 229898



Prepare yourself for a screen-packed bit of Japanese humor — a taste of folk legends and weird things weird. *Omikami* may be just an another of best CD adventure game — and they don't come more of best than this.

Switch is hard to describe — it's Japanese, for starters — but it seems that all the computers and machines in the world have become fused by an evil man named Madoko will perish unless our hero, Slap, and his dog, Bink, enter the network and shut the rogue computer down, for good.

Our cute little hero, whisks through a fairly insane computer-generated world, still using switches (or buttons). A panel of several buttons appears for every scene and when you press one, something strange happens.

Right on the button

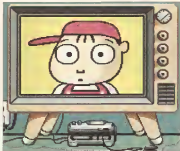
For instance, in one scene you're in a desert, a screen tells you there's a peculiar switch and a huge skeleton appears on the horizon. When you hit the spot? The cat? Is a game for your parents — unless they're into the Monty Python level of humor. For every scene, there are various, comical situations to see around a

Switch

thousand in all, but some switches move you to a level or take you back a few levels. Press too many wrong switches and you, blow up one of 20 Japanese instruments, joining the Great Wall of China as major sight.

The page range from the sublime to the ridiculous and back again, amounting, for all kinds of wry and all kinds of humor, it's not everybody in top of this — especially if you want using gameplay — but you should be just the person to switch things back to normal.

It's weird, it's wacky — well what do you expect? It's Japanese! They certainly know how to have fun, even if it does involve lots of farting and vomiting! Switch is a CD to get out at parties — you'll laugh your socks off!



Looks like, it's not Slap outside the Mega CD about.



When it up, madest this 1990s top gear never work against THAT thing...

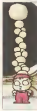


—I don't know, though — Green Jelly anyone? Just grab a speed!

TIM BAY: This is one of the most amusing games I've ever played, being a *Switch* fan. *Switch* is what? — Sub Ed, *Switch* is right up my street. It consists of over a thousand visual gags, some surreal, many just total humor. The best job I've ever done when you Slap a in a picturesque snowy scene — to press a button and the snow turns into dog poop!

The graphics are fantastic — it looks like a Monty Python cartoon extravaganza, even including the trademark giant foot. The sound is first class. The images are satirical and there are endless of amusing puns, separate levels and extra.

Switch is incredibly easy but generally holds down to a simple memory test. You often try to remember the correct button to move onto the next scene or choose a favourite (like 999). *Switch*'s many many gags give hours of fun, a treat for those of a childlike disposition — like myself!



What's going on here, don't know as a problem, please...



Above: Slap examines the Mega Force Mega photograph. Press 999 using button and slide across wall. Funny, but, as does the use in the game!





Above? How did, thought Stop, President's name? shaking little to Pop. What could it all mean?

Below? Or you do this? asked God.



Above, Don't ask — only the Japanese stand a chance of understanding this.



Each situation has a plethora of possible outcomes, ranging from the bleak to the downright weird.

PAUL 65% The kids from *SMOKE FORCE* are usually too busy playing *Street Fighter 3* to bother about MS games, but the moment a *Beetle* update landed, they were crowding around the machine, begging me to press the start button again. (Does the mentality of the Nintendo crew, eh?)

But I won't confess to being addicted for a good four or five hours as I trawled through scores after scores, peering for a hint or some other badly-timed clue after the first day, and (I) I've been Japanese (at least again) I won't be responsible for my actions!

While *Beetle* boasts lovely graphics, harmonious sound and loads and loads of items, gamifying has I think enough to hold the attention for an extended period of time. My advice is to buy it as a cheapie for your Mega-CD and, if you're alone, where this kind of humor could go down a storm.

Er, the bag's full, Mum!



Switch		75
Sega EGO		
87	Graphics	
84	Sound	
80	Playability	Summit yet hilarious Japanese game, let down by clunky, repetitive gameplay
30	Usability	

Puzzle import = Games Zone 0408 226661

If you're a regular SEGA FORCE reader you'll remember how we raved about the first Sherlock Holmes CD. I introduced a new style of game and that word doesn't come especially with Ade when it comes to being so cool and clever as The Old Man Watson has many cases to solve and something to be truly skilled. Watson: they're the toughest yet.

Presented before you are three crimes which have baffled Scotland Yard and now rest at the feet of former Detective Number One son: They are The Van Loins, The Pilfered Paintings and The Mutilated Memento Magnum. They're really nice cases: no don't think you can rag out your Arthur Conan Doyle books and look for the answer — your game has to think like a real detective to solve these crimes.

Sherlock and Watson have five scores of information from which you must infer at many times as possible. These are selected from a data log style screen where you simply click on the case or the desired option.

Here source than Hertz

Fall is the London newspaper. If you're about to arrive or think you need to follow a new line of enquiry, go there: it's quick scan and you might instantly find clues.

The second source are the Bow Street Magistrate, professional people who handle trials — coroner, barristers, journalists, lawyers, experts and so on. This is the people to talk to when you need hard facts to prove or disprove your theories.

You'd probably class the Bow Street Magistrate as a writer but Holmes gets great fun in London's decadent joys and soon often than not has supply information straight from the grapevine.

The final source is the most widely used: Holmes' address book contains every name and place vital to all three cases. You'll find suspects, victims, beneficiaries — even the hotels and pubs where daily events allegedly took place — and it's up to you to visit there and collect the evidence.

Clued up

To solve these cases, you must have a suspect (or suspects) and a motive. How do you get there? We suggest you get on a pair of headphones, plug them in your MD (or a headset) and make sure you're free to squawk. Sherlock Holmes: it's a real option (breaking off from a case partying through last year's year of thought).

When you visit people and places you're greeted with a sequence of film from which you must extract clues. Apply logic to think and you should begin answering these.

When you think you've enough information to solve the crime (clue on the level) then and you're transported to the court room where you're asked multiple-choice questions. If you do one your homework you should answer these correctly, solve the crime and get a full explanation of the felony and a room based on how many clues you answered before you took the case to court.

Holmes always says you couldn't solve it

Sherlock Consulting Detective

For more on about half the money that you did. Don't you like what you're doing?

Spot the difference

As it is a concept you might be wondering what the differences are between the end of the production — spot from the cases themselves of course.

The original's biggest problem was the dialogue. You often had to replay entire scenes over and over again to make sure you'd noted all the clues and snippets of information from each scene appears in a box with cassette player controls underneath allowing you to fast-forward, stand, replay and pause any scene so you can skip around each conversation.

The graphics have been enhanced. Gone are the grainy visuals that made Holmes and his mates look like Lego men: most scenes are now clear and colourful giving the sense of realism and making you feel as Holmes did, over a hundred years ago.

Lead on Watson: there's work to be done — and I've got a voice actor at home!

This is the first of the CDs from Sega starring that famous deerstalker-wearing detective. There are two more on the way, all showing off the Mega-CD's Full Motion Video capabilities. Packed with Victorian villains to put to rights and lots of terrible cockney accents this is an interesting exhibit.



Sherlock Holmes may have a brilliant mind but he's still in a bit of a state. This wall acts as an options menu for the court, newspaper, magazine, Times archive and so on.



The full motion video effects have been greatly improved in this sequel.



He lives! (Back to Bow Street Magistrate) did not like their career — bowels of S.S. Bond!

PAUL 78% Hey, I got the chance to play 'em up again! Since solving the cases in the first Sherlock game, I've been gazing far across Old England crimes to test my powers of deduction.

The controls and options are the same as the first Sherlock Holmes, so if you're player if you can tear off the polythene and get straight into the action. The addition of an 'options' facility is a godsend — replaying scenes over and over again because you kept missing something was the biggest bug in the original, it would be nice to have a 'redo' option in the sequel.

Now for the usual: why is this a stand alone game? Surely it would be nice to have the original as a data disc? If the CD's successful there might be a Sherlock Holmes disc 2, and it's good you want all the cases you're taking CD's for basically one game!

Expensive price, Sherlock Holmes Consulting Detective is a quality product — great graphics and sound combine with brain-busting gameplay to stretch your intelligence to the limit. This returns a 'B' letter to the fan but since you solve the cases you're unlikely to play again. And if you bought the original, do you want to spend £45-50 on an effectively the same game?

Sherlock Holmes

Volume II



WARREN 77% Mr. Clouse is back with three more cases to confuse and befuddle Mega-CD users. Confronted at the crime scene that provides the patterned paintings and maze over the mansion's passages.

Once again, the American actor's accents are often colorful to us true Brits. They begin as idiosyncratic Cockney or plain-in-mouth country from go-globe-trotting. Australian, Indian, Swedish, Mexican... all sorts of influences wander into their voices.

Luckily, the half accents don't distract you from their words, as they're the most important part of the game. Have pen and pencil or paper handy when being on the various shrewdly words (often slurs, any form and guess) which could be of use later.

The digital volume's three cases were on a single disc but here they're spread across two — and the digitized video graphics are much the better for it. Holmes' first cases were dark, his characters barely visible and were replaced with gaudy spirals.

Sherlock Holmes is the brighter and cleverer, and the actors are much livelier. The VOYNICH transcription search and puzzle buttons are useful but their actions aren't as well executed as they should be.

With great sound, superb graphics and a gripping, cleverly designed gameplay, this is one of the better CD games — but the price is a downer. The cases are longer, more interesting and harder to solve than those of the original, so if you've the nobby, Sherlock Holmes it's the detective to consult.



Doctor Watson presents a total recapitulation. Unfortunately, he's heard the old 'Mr and Mrs Smith' play before.



Take your time in the high court — your success depends on a conviction!



The London Times is an excellent source of information. If you're smart enough to follow that from Boston.



Holmes and Watson visit various plush residences in the course of their work.

Sherlock Holmes Vol II

Sega
£49.99

85	Graphics
80	Sound
78	Playability
70	Usability

78

Expensive but a great re-creating puzzle game. Well worth considering.

Adventure Import □ Game Zone (0898) 228888

ANOTHER WORLD

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

An excellent game with loads of levels in another world. Amazing the way it gets and controls things around the levels in a simple, but still intelligent, way. Also there are several to conquer the mysterious plot.

81%

BART VS. THE SPACE MUTANTS

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

For The Game Boys and playing across over the Earth Only Bar Simpson knows of his job to do it is not his first. He has to save the world from the evil forces of the mutants. Bart's mission is to save the world from the evil forces of the mutants. Bart's mission is to save the world from the evil forces of the mutants.

81%

TOBJAM & EARL

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

These laggard Tavian and Earl do have some good, but it's a pity. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

80%

FATAL FURY

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

From eight ugly, bloody characters, this one is the best. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

70%

FISTS OF STEEL

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A truly great boxing game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

70%

WHERE IN THE WORLD IS CARMEN SANDIEGO?

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

An excellent game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

61%

WHERE IN TIME IS CARMEN SANDIEGO?

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

70%

WONDERBOY V

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

64%



EGGS: THE DOLPHIN

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

The game is a good one. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

81%

FLASHBACK

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

83%

NIGHT TRAP (CD)

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

74%

PRINCE OF PERSIA (CD)

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

80%

SHADOW OF THE BEAST

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

64%

SHADOW OF THE BEAST 2

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

80%

TIME GAL (CD)

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

70%

Beat-'em-up

If inflicting black eyes, broken and broken limbs is your idea of fun, there's sure to be something here you'll enjoy. Several involve platform sections but heavy blows are king.

CYBORG JUSTICE

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

60%



DOUBLE DRAGON

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

80%

DOUBLE DRAGON 2

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

70%

LAST BATTLE

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

72%

MAZIN SAGA

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

67%

PIF FIGHTER

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

70%

POWER ATHLETE

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

67%

SPLATHOUSE 2

SEGA CD • CD-ROM • 16 BIT • 1992 • 2200

A good game. It's a pity that the game is so slow and the graphics are so poor. It's a pity that the game is so slow and the graphics are so poor.

41%

buyers' guide



STREETS OF RAGE 3

PC ■ 1994 ■ 1-800-875-0000

The best boppy beat-'em-up action in existence! The cut scenes — Aah! Baaa! Baaa! indeed — have more energy and sweet objects to smash the enemies who stand between them and for 3. A relatively 100-hour strategy makes the 20-episode and levels value you enough to make a new entry — unless they select Easy mode.

80%

THAT'S THE HYPERSTONE HEIST

PC ■ 1994 ■ 1-800-875-0000

Compass headed genre is both big amusing 3D strategy. The 1000+ items are all but the best of the best. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%

WWF WRESTLEMANIA

PC ■ 1994 ■ 1-800-875-0000

Crapping from the well-cited 2D hit into an even bigger wrestling and Survivor game makes this a great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

75%

Flight Sims

Get away from it all. Fly into the blue and above the clouds, relax... before pumping several dozen rounds into an unsuspecting enemy fighter! Not much choice, yet.

F22 INTERCEPTOR

PC ■ 1994 ■ 1-800-875-0000

It's time the computer got off flying — you automatically pilot one then take control. And you're mission oriented. There's not a lot of action and info, but it's 3D and good 70 and you're in the cockpit.

80%

LHX ATTACK CHOPPER

PC ■ 1994 ■ 1-800-875-0000

An Apache rotor plane simulator. This one makes many war-like, realistic, and fun. It's 3D and good 70 and you're in the cockpit.

80%



MI6-28

PC ■ 1994 ■ 1-800-875-0000

Take a 3D 007 and see the world through the eyes of a double agent. The program plays an elaborate role but the graphics are great and the story is more exciting. Make a new entry for your money.

80%

STEEL TONS

PC ■ 1994 ■ 1-800-875-0000

First an arcade-style helicopter 3D shooter in an attempt to give the "Action" membership. Good-looking graphics for the price and excellent suggestions for you to try. Unusual, makes one try to give it.

80%

Platform

Compass vitamins and strange lands in loop and island. A range of styles is represented here, from the strategy of *Maniac* to *Captain America's* heroics and aquatic antics of *The Loch Ness*.

DOMINICA BROS

PC ■ 1994 ■ 1-800-875-0000

An action-adventure game with a twist. The story is good and the graphics are good. Make a new entry for your money.

70%

CAPTAIN AMERICA

PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%



CHAOS

PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%

CHICK CHICK BOYS

PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%

CHICK NICK

PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%

CHICK SPOT

PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%

DC CAPTIVACK

PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%



EX-AMINANTS

PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%

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PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%

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80%

EX-AMINANTS

PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%

HOME ALONE

PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%



HUMANS

PC ■ 1994 ■ 1-800-875-0000

Compass hero of the Marvel Comics. A great first-time experience, including the high-speed moves. Make a new entry, then return and levels value you enough to make a new entry — unless they select Easy mode.

80%

DIANA JONES AND THE LAST FRONTIER

1991 • CD-ROM • 100% 100% 100%
A wondrous, relaxing, heavenly, wily, wacky, yet not too tough, 3-D puzzle game that's the best thing you can do with your PC. You can't even leave the area (what about the kids on a top 5000 chart in the month?), then sit around the table of a maze filled with mice or fly through a maze of randomly oriented wall-defined rooms only to face a modest challenge.

JAMES BOND: THE DUEL

1991 • CD-ROM • 100% 100% 100%
One of 007's worst hours has happened. First James, then a sniper, then his helicopter, and now you're back on the ground. This game's not nearly as good as the best action and/or strategy titles out there, but it's a solid, fun, and exciting challenge.

JAMES BOND II

1991 • CD-ROM • 100% 100% 100%
As the spookiest Bond, complete countless missions in a full-on action-adventure. From explosive stunts to a full-on action-adventure, this game is a solid, fun, and exciting challenge. Superb graphics, sound, and gameplay.

JEWEL MASTER

1991 • CD-ROM • 100% 100% 100%
To lose is to fail. In this game, you're not just a player, you're a master. You'll have to use your wits to solve puzzles and to win. Some puzzles are really tough, but the game is a solid, fun, and exciting challenge.

KID CHAMELEON

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

LITTLE NINJA

1991 • CD-ROM • 100% 100% 100%
This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

QUICKSHOT

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

RISKY WOODS

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.



ROB TO THE RESCUE

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

SONIC 7

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.



STARTRON II

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

THE ESPION

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

TAP MAMA

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.



TINY TOON ADVENTURES

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

TOBI

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

WOMBERG (CD)

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

WORLD OF ELUSION

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

Puzzle Games

Pure thought and deductive reasoning (almost) replace fancy graphics — with the exception of Sherlock's digitized video and Klarity's winning cartoon spirit.

CLUE

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

GREAT WALLS SEARCH

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

JEP HAWK

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

KLUFT'S SUPER FUN HOUSE

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.



LEMMINGS

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.



SHERLOCK HOLMES (CD)

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

WHEEL OF FORTUNE

1991 • CD-ROM • 100% 100% 100%
A solid, fun, and exciting challenge. This game is a solid, fun, and exciting challenge. It's a great game for kids and adults alike. The graphics are really good, and the sound is really good.

Racers

Head on the steering, pedal to the metal. Justice for position and lean into these corners. Oversee when computer cars cut you up and stand the land...

SUPER MONACO GRAND PRIX 2

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
The original was great; this is better. In addition to 16 real tracks (some designed for special events and full of traps) of its superb digital 3-D open-air setting, we see redesigned track boundaries and



CHAMPIONSHIP PRO-AM

WIN 40 CD-ROM 40 44 471 474 48000 **70%**
An eight-car race title that's a fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.

FERRARI GRAND PRIX

WIN 40 CD-ROM 40 44 471 474 48000 **81%**
For casual gamers. An excellent choice of realistic Ferrari race cars. Includes a variety of realistic Ferrari race cars. Includes a variety of realistic Ferrari race cars.

HARD DRIVE

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
Real 3-D graphics that's a fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.

JAGUAR XJ220 (CD)

WIN 40 CD-ROM 40 44 471 474 48000 **85%**
A 3-D racing game that's a fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.

LOTUS TURBO CHALLENGE

WIN 40 CD-ROM 40 44 471 474 48000 **81%**
A 3-D racing game that's a fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.



MICRO MACHINES

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
Over 100 tracks, including several real-life tracks such as the Grand Prix, Indy, and NASCAR. Includes a variety of realistic car physics.

OUTRUN

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
Long in the tooth, but still a fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.

OUTRUN 2010

WIN 40 CD-ROM 40 44 471 474 48000 **81%**
A new take on the classic Outrun formula. Includes a variety of realistic car physics.

ROAD BLASTERS FX (CD)

WIN 40 CD-ROM 40 44 471 474 48000 **81%**
This is a fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.



ROAD RASH II

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
If you want to see a real-life crash, this is the game to play. Includes a variety of realistic car physics.

SUPER HANG-ON

WIN 40 CD-ROM 40 44 471 474 48000 **70%**
The age-old hang-on formula is still fun. Includes a variety of realistic car physics.

SUPER OFF-ROAD

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
Drive that off-road formula that's a fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.



TERTI DRIVE II: THE ONE!

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
A fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.

RPGs

A land of fire, a magical land to find, a galaxy to liberate. In-depth adventures will love their rewards — and Virgin's high-tech Corporation gets 81%!

ADVENTURES OF WILLY BEAMISH

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
An action-packed, high-tech adventure. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.



NICK ROGERS

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
A fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.

CADASH

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
A fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.

CORPORATION

WIN 40 CD-ROM 40 44 471 474 48000 **81%**
A fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.

HOLLOW WORLD

WIN 40 CD-ROM 40 44 471 474 48000 **81%**
A fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.



WINGS OF POWER

WIN 40 CD-ROM 40 44 471 474 48000 **80%**
A fun-to-control, non-competitive game. Drawing attention to the fun is constant on-screening 3-D car movement and realistic car physics.

SHOOTING IN THE DARKNESS

SEGA • CD-ROM • 1 to 2 • \$79.99

The dark becomes a language when the regularly designed and color-coded action beats themselves. Shape and different lighting colors affect behavior. Sound effects help a needed or other form. One of the best Super32X.

SUPER HYDROX

SEGA • CD-ROM • 1 to 2 • \$79.99

Amazing graphics and fast action! You do remember the old Super32X, but this effort makes 32X games will be enough to stay occupied there are better on the market.

Shoot-'em-up

Whether aboard a helicopter, space ship or plane, or running along as a soldier, robot, wizard or cop, shooters have so many victims as they do foes.

AFTERBURNER III (CD)

CD-ROM • CD-ROM • 1 to 2 • \$79.99

A 3D sequel to the 1987 CD-ROM action game that took the arcade industry by storm. Features an excellent and fast-paced game with a great music and effects that are enough to do. Great for those who like to see things.

ALIEN 3

SEGA • CD-ROM • 1 to 2 • \$79.99

Perfectly paced. Full 3D action. A great sequel to the 1987 CD-ROM action game that took the arcade industry by storm. Features an excellent and fast-paced game with a great music and effects that are enough to do. Great for those who like to see things.

ATOMIC BURNER

SEGA • CD-ROM • 1 to 2 • \$79.99

Classic original soundtrack into a great sequel with a great music and effects that are enough to do. Great for those who like to see things.

BIO-HAZARD BATTLE

SEGA • CD-ROM • 1 to 2 • \$79.99

Masterfully designed. A true original sequel with a great music and effects that are enough to do. Great for those who like to see things.

DEATH RUEL

SEGA • CD-ROM • 1 to 2 • \$79.99

Greatly to be seen with a great music and effects that are enough to do. Great for those who like to see things.

DESERT STRIKE

SEGA • CD-ROM • 1 to 2 • \$79.99

It's all about action in the desert. A great sequel with a great music and effects that are enough to do. Great for those who like to see things.

EMPIRE OF STEEL

SEGA • CD-ROM • 1 to 2 • \$79.99

It's all about action in the desert. A great sequel with a great music and effects that are enough to do. Great for those who like to see things.

FINAL ZONE

SEGA • CD-ROM • 1 to 2 • \$79.99

It's all about action in the desert. A great sequel with a great music and effects that are enough to do. Great for those who like to see things.

FIRE SHARK

SEGA • CD-ROM • 1 to 2 • \$79.99

It's all about action in the desert. A great sequel with a great music and effects that are enough to do. Great for those who like to see things.



GALAXY FORCE 2

SEGA • CD-ROM • 1 to 2 • \$79.99

It's all about action in the desert. A great sequel with a great music and effects that are enough to do. Great for those who like to see things.

GLEY LANCER

SEGA • CD-ROM • 1 to 2 • \$79.99

It's all about action in the desert. A great sequel with a great music and effects that are enough to do. Great for those who like to see things.

G-LIG

SEGA • CD-ROM • 1 to 2 • \$79.99

It's all about action in the desert. A great sequel with a great music and effects that are enough to do. Great for those who like to see things.

GYNOC

SEGA • CD-ROM • 1 to 2 • \$79.99

It's all about action in the desert. A great sequel with a great music and effects that are enough to do. Great for those who like to see things.



HELLFIRE

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POWER SHARK (CD)

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RAMPAGE TV

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SPACE HARRIER II

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It's all about action in the desert. A great sequel with a great music and effects that are enough to do. Great for those who like to see things.

SUNSET BOWERS

SEGA • CD-ROM • 1 to 2 • \$79.99

It's all about action in the desert. A great sequel with a great music and effects that are enough to do. Great for those who like to see things.

buyers' guide

SUPER FANTASY ZONE

SEGA • CD-ROM • EA 01 01 01 01 01 01

Can you beat the very CD-ROM's greatest? You believe the word? Some puns and creative ideas are just necessary to win the best laugh-out-loud ever. Available here—without a laughing at all.

80%



SUPER THUNDER BLADE

SEGA • CD-ROM • EA 01 01 01 01 01 01

In its day, the standard 3D racing games had the white cars race across the track. Here, you'll discover a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%

THE TERMINATOR

SEGA • CD-ROM • EA 01 01 01 01 01 01

For a 3D FPS, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

70%

TERMINATOR 2

SEGA • CD-ROM • EA 01 01 01 01 01 01

Great graphics and the Terminator 2 story line. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%



THUNDER FORCE IV

SEGA • CD-ROM • EA 01 01 01 01 01 01

For a 3D FPS, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%

THUNDERSTORM FX (GDI)

SEGA • CD-ROM • EA 01 01 01 01 01 01

A 3D FPS with a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

70%

TWIN COBRA

SEGA • CD-ROM • EA 01 01 01 01 01 01

You'll use the strategy game to win the game. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%

TWIN TALE

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based from above and published the first time. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%

UNIVERSAL SOLDIER

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%



ZERO WING

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

70%

Sports

None of all these, shapes and textures feature in these games, the hockey, boxing and multi-event can't breaking the pattern.

THE AQUATIC GAMES

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

70%

ARCH RIVALS

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

70%

BULLS VS LAKERS

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

70%

CALIFORNIA GAMES

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

70%



CAL RUPPIN JR BASEBALL

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%

DAVID ROBINSON'S SUPREME COURT

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%

EURO CLUB SOCCER

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

70%

EWANER HOLYFIELD'S BOXING

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

70%

FLAMING HORSEBALL HD

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

70%

GRANDSLAM TENNIS

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%

HARDBALL II

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%



JENNIFER CAPLATI TENNIS

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%

J CLAYVILLE'S FOOTBALL

SEGA • CD-ROM • EA 01 01 01 01 01 01

Based on the movie, this is the best. The game features a new color palette in the Sega's 3D. Only, you'll discover a new color palette in the Sega's 3D.

80%

MEGA machines

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